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a Plain Brown Wrapper edition

Twilight of Atlantis

The Open Game Content in this book includes game rules, character and creature statistics, and similar material using the 3rd Edition. This content is denoted by its placement in bordered-style sidebars and by text highlighted in ***bold italic*** type within the main body of the text. In addition, all of Part Two is considered Open Game Content. The remaining material, including that in bordered-style sidebars and the presentation of this book as a complete work is designated Product Identity. With the exception of the Open Game Content, reproduction of this work without the written permission of the Copyright Holder is a violation of copyright law and is expressly forbidden.

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Tabletop Adventures has acquired the line of historical fantasy material previously published by Avalanche Press, Ltd. and is re-issuing this classic series of sourcebooks from more than 20 years ago. (This book was originally published in 2001.) The writing and the conventions (including, for example, the designation of Open Game Content) represent the styles of the early years of 3rd Edition and should be approached from that perspective.

Many of the original covers had artwork that was suggestive (or even provocative), so each book of the series is being reissued in a 'plain brown wrapper.' Text beginning at page 5 and continuing through the page numbered 46 appears exactly as it was originally presented.

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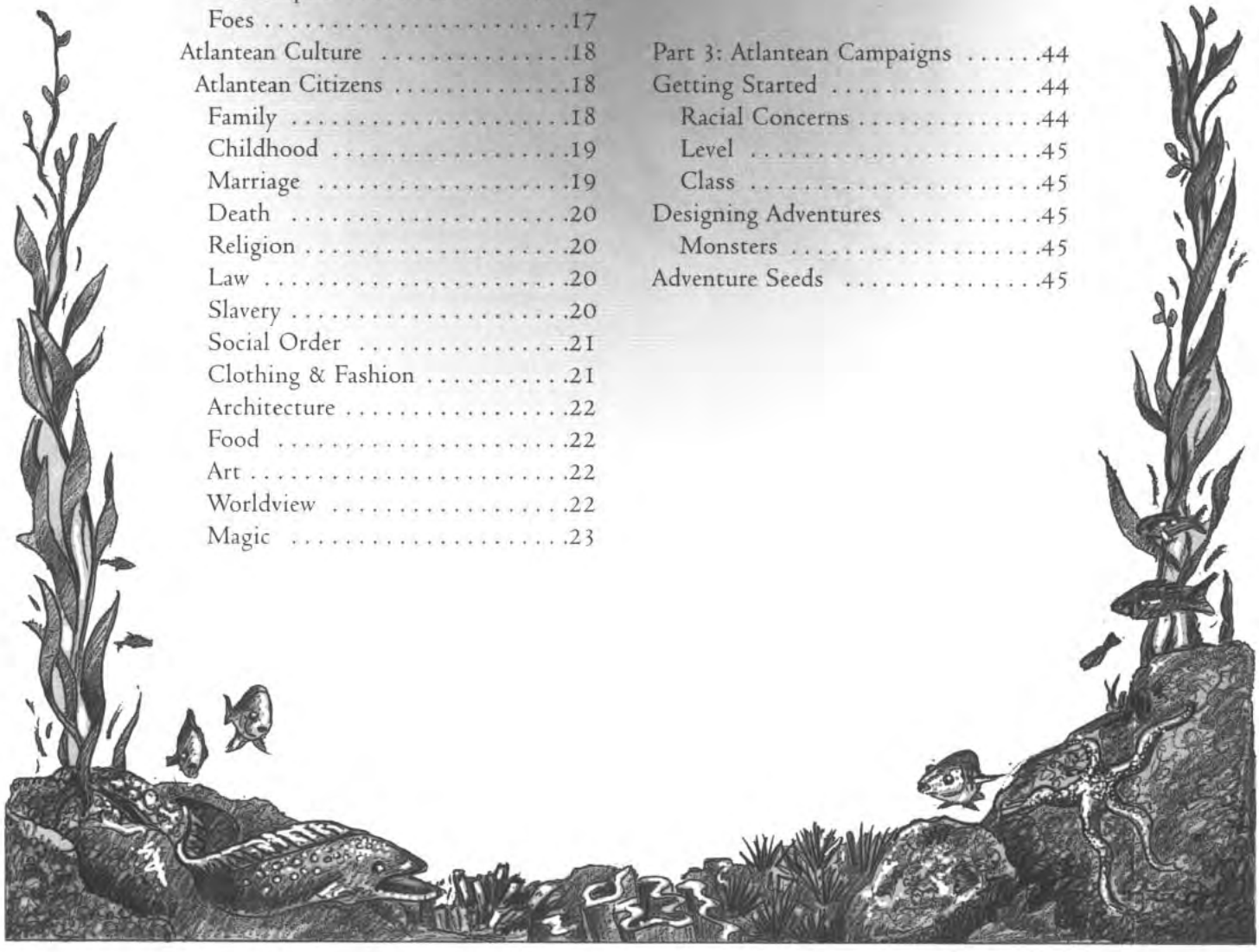


Introduction

Before the Romans, before Alexander, before history was even truly recorded, a race of people founded the mightiest empire ever known. They ruled the entirety of the Atlantic and dominated Africa thousands of years before Moses would bring Egypt to its knees. They spawned a great culture, with a wealth of knowledge exceeded only by the tragedy of their demise. These were the Children of Poseidon. These were the people of Atlantis.

TWILIGHT OF ATLANTIS is a setting for your 3rd Edition campaign. It places the action before Atlantis' cataclysmic fall beneath the waves, allowing your characters to become scions of the Empire, desperately attempting to stave off the inexorable decay of their culture and its loss of world dominance. The Athenians, Spartans, and Egyptians stand poised to vanquish their would-be oppressors once and for all. Your characters will have the mystical powers of the Resonance at their sides, but will even this be enough to save a society on a collision course with disaster?

How to Use This Product

The mere mention of Atlantis inspires the imagination. The island empire began as the enemy of the ideal state in two of Plato's Dialogues, the *Critias* and the *Timaeus*. Plato told of a nation that vied against Athens for greatness and ultimately lost, disappearing beneath the waves in a single night. Perhaps he did not know that he was creating an enduring legend.

Through the ages, Atlantis has been portrayed as a lost continent, an ancient adversary, a sunken civilization, the site of alien colonization, and the home of super heroes. Despite its various expressions, however, Atlantis is typically portrayed as something unknown or different. Modern storytelling frequently finds Atlantis being rediscovered or rising out of the waves.

TWILIGHT OF ATLANTIS, however, offers a chance to explore what it might have been like before it collapsed during one cataclysmic night. Rather than assuming the role of explorers discovering the lost island or soldiers battling against a monolithic evil, this book casts player characters as the Atlanteans themselves. It offers players a glimpse at what the citizens of Atlantis might have been like and what might have caused their downfall.

TWILIGHT OF ATLANTIS is divided into three sections. The first, "Atlantis and the Ancient World," tells the story of Atlantis, detailing its creation, the formation of its culture, its conquest of most of the known world, and its eventual destruction at the hands of Poseidon. Everything you need to know about Atlantis, its culture,

and its people is given here. This section also includes information on the Classical World, notes on its technology, and where Atlantis fits in it.

PART 2 gives rules for Atlantean characters. There are new prestige classes, new spells, new feats, and new races for use in the campaign. Game information for playing in a Classical setting instead of the usual medieval fantasy one is also provided. All the material in this section is Open Content. Finally, PART 3 contains game mastering tips and ideas for running an Atlantean campaign plus some adventure seeds to get you started.

Mythic History

Despite this being a fantasy product, it is set in a mythic time period pre-dating our own recorded history. TWILIGHT OF ATLANTIS is drawn from the writings of Plato and is based on the legends of Ancient Greece. The saurian Lemurians, bestial Mue, and feline Bastai (see PART 1), are mythical creatures that do exist within the context of this setting, and the Atlanteans themselves are the offspring of Poseidon. However, the predominant race of people throughout the world is human. The action takes place here on Earth, albeit a mythical Earth where many of the legends about which we read are actually true. Consequently, there are no elves, dwarves, or other fantasy races to which players might be accustomed except for those explicitly laid out in this book.

Further, the technology of the Classical World was in most respects inferior to that which is typically available in a fantasy RPG. Thus, some equipment may not be available. See PART 2 for restricted equipment as well as a discussion of bronze, the chief metal of the time. In every case, these differences accurately reflect the time period in question.

Part 1: Atlantis and the Ancient World

The Legend

The legends of Atlantis originate with the Greek philosopher, Plato. His works, *Critias* and *Timaeus*, tell of a fallen civilization thousands of years before his time. It is the story of an empire both old and majestic, spanning the seas and possessing a knowledge and power now forgotten.

Plato tells the history of Atlantis and its founding in *Critias*. He presents a civilization established by the children of Poseidon and Cleito, a mortal woman. It relates how their five sets of twin sons came to rule an empire. He describes their government, the structure of the society, and the land itself. He speaks of their fall into corruption and decadence and of the great war that would destroy their empire.

Timaeus recounts Atlantis' fall and eventual destruction. Atlantis is presented as the enemy of Ancient Athens, one side of a great and yet forgotten war that spanned the known world. In this account, Plato details the final destruction of the island and its fall beneath the waves.

The Creation

In the beginning, the sea god, Poseidon, controlled the reaches of the Great Western Ocean. He desired a land of his own and used his divine power to raise the ocean floor around a series of islands. He created this land from the islands and the exposed ocean floor, and he named it Atlantis. As time passed and the land adapted to the surface, Poseidon watched it become a beautiful country, fair and rich, possessing verdant hills, noble mountains, and windswept plains. Frequent storms swept the island, and rich oceanic soil covered the plains so the land was lush and green, and beneath the earth, he sensed a great source of power: a mystical metal unique to the island that had been drawn upwards along with the land. Small groups of humans started dwelling within his country, leading simple lives as farmers and fishermen. Poseidon was pleased, for they were a fair and hardy folk.

Poseidon and Cleito

Near the fertile plain on a small, lone mountain, Poseidon happened upon the home of the mortal man, Evenor, his wife, Leucippe, and their daughter, Cleito. Becoming enamored with Cleito's strong will, fair features, and radiant spirit, Poseidon manifested before her and asked her to be his bride. Having a profound respect for the sea and knowing it would be a great honor, she consented.

Desiring to protect his newfound love, Poseidon created barriers of water around the mountain. Shipping was unknown at that time, and, thus, the waves made an effective blockade. The sea god shaped the earth, digging three deep, circular channels around the mountain. He excavated another conduit from these rings to the ocean, letting the waters of his domain rush into the depressions, thereby creating a series of three ring-shaped canals enclosing the mountain with portions of land between them.

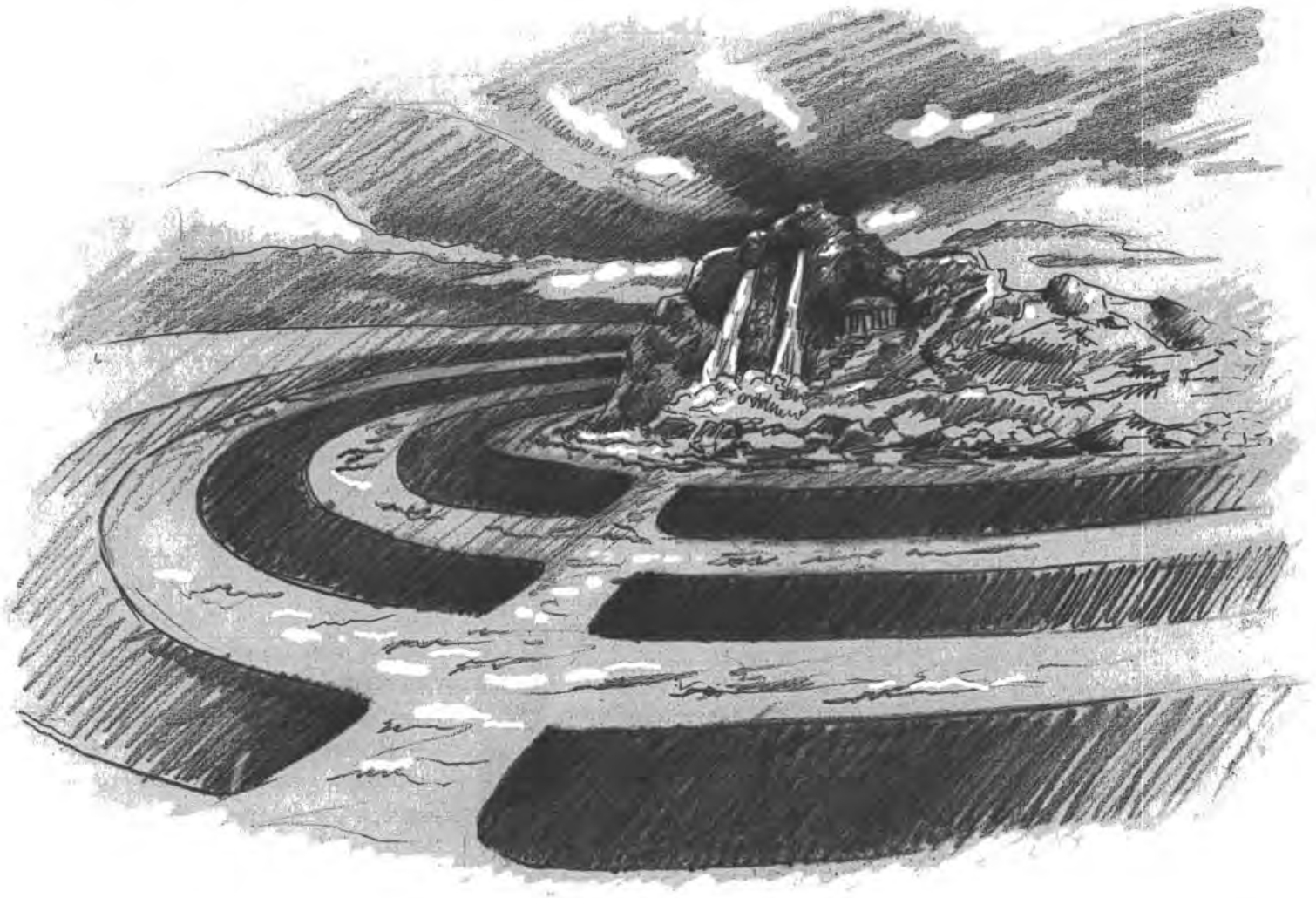
To provide for the needs of his love, he created twin pure springs in the center of the mountain: one hot and one cold. He then populated the mountain, the surrounding plains, and the rest of the island with all manner of plants and animals. The mountain itself he graced with the richest bounty the world had to offer. Here were gardens in which a mortal could live with no cares or worries, surrounded by the finest and most succulent fruits and the enchanting fragrance of exotic flowers. He raised a shrine of white marble in the center of the garden to serve as both a home for Cleito and her family and as a resting place for his own divine form. He gave Cleito his trident — the emblem of his office — as a symbol of their bond.

The Twins

In the years that followed, Cleito bore Poseidon five pairs of twin sons, their names being Atlas and Gadeirus, Ampheres and Evaemon, Mneseus and Autochthon, Elasippus and Mestor, and finally Azaes and Diaprepes. Partly divine, these children possessed a power and grace beyond that of mortal humanity. They grew slowly but from their earliest days were blessed with great physical power and strength of mind. They also possessed their mortal mother's humanity and temperance of character. Cleito taught them the ways of the land, sea, and sky and instilled in them a need to better both themselves and the world.

As they grew older, they discovered that their physical and mental strength was matched by their mystical power. The secrets of magic came easily to them, and before long they were weaving spells and dwelling upon the mechanisms of the arcane arts. By their twentieth birthdays, each possessed power greater than that of any human magician. As the years passed, it also became evident that their natural life spans were greatly extended, for, although having reached maturity, they remained both fit and youthful in aspect.

Cleito herself changed from long exposure to her husband's divine nature and the unearthly purity contained in Poseidon's gardens. While her features did not match the majestic beauty of her children, she too came to possess strength of body and mind unrivaled among the mortal world, and the rigors of time ceased to trouble her. Her parents, benefiting from the gardens but not from such close proximity to the god himself, experienced greatly extended lives but eventually passed from the world.



The Brothers Explore

As the children of Poseidon reached adulthood, they began to look beyond their mountain home. They used arcane arts to traverse the length and breadth of the island where they found small pockets of humanity thriving on the bounty of the land. These mortals soon revered them, for the twins wielded unmatched power. The young sons of Poseidon set themselves up as kings among the people, each choosing a portion of the island as his own. They chose women from among their subjects and raised children with them. This second generation also displayed the marks of divinity, though not quite so strongly as their fathers.

Eventually the brothers grew bored with the simple life in their kingdoms and began searching for something new beyond the confines of the island. They again turned to their arcane power to travel across the oceans to lands far distant. There, they separated, each exploring as the winds of fate would take him. While abroad, the brothers found people both different and strange, and they began learning the ways of civilization.

From the reptilian Lemurians in their empire south of Asia, Mneseus learned the secrets of crafting stone buildings larger than the tallest tree. Autochthon wrested the craft of metallurgy, including the secrets of bronze, from the dark half-men of Mu. Elasippus stayed for some time in the growing acropolis of Athens and acquired the arts of shipbuilding, but the goddess, Athena, eventually expelled him for attempting to bring the land under his control.

For several centuries they traveled, enjoying their freedom and the breadth of the world, but eventually the brothers tired of the long voyages. Longing for home, the kings returned to Atlantis. They discovered upon their return that a civilization had arisen from the seeds they had sown as youths long ago. Generations had passed, and their offspring had spread the divine bloodline throughout the people,

The Story of Orpheus

In the years prior to the Great Expansion, there lived a renowned musician, Orpheus, grandson of Evaemon. His music was celebrated throughout the nation, able to call birds from the trees and to make even the hardest heart weep. The happiest day of his life was his marriage to his love, Euridice. Tragically, on the day following their marriage, she was bitten by a viper while running through the gardens of their home and succumbed to the poison.

Orpheus refused to accept the death of his beloved. He started studying the arts of magic, seeking some method of freeing her from death. Eventually, he was able to use his arcane arts to open a gateway to the bowels of the Underworld. Presenting himself before the god, Hades, he sang about his love and his loss. So moved was he, the God of the Underworld consented to allow Orpheus to leave his domain with Euridice. However, he placed a challenge before the great musician and wizard. Orpheus would leave the Underworld on foot, and Euridice would follow. The famed musician could not look back at her for the entirety of his trip, or she would be drawn back into the Underworld, there to dwell forever.

Orpheus traveled forth. Tired and weary, he nevertheless persevered. It was only at the end of the trip as he beheld the exit from the labyrinthine tunnels and the warmth of the sun before him that he began to doubt. Fearing betrayal, he glanced back, only to watch as the spirit of his wife was pulled down into the gloomy depths.

Overcome by sorrow and cursing Hades with every breath, he stumbled out of the depths of the Earth and began to sing. So resonant was his song, so full of the ache in his heart, the very ground began to shake, the air rippled, and the trees crackled with energy. Eventually noticing the impact of his song, he stopped in amazement and watched as the effects faded away. Even after, an aura of great power hung in the air.

Quickly returning home, he began to study the changes his music had wrought. He discovered that his song had resonated with the very fabric of the world, and that everything possesses a natural harmonic that joins together the essence of life, magic, matter, and thought. It was through his efforts that the principles of the Resonance came to be known, and, through them, he found a way to spite Hades, trapping souls in the world of the living and giving them new life in the form of an Orphean.

leaving all the inhabitants of the island with touches of Poseidon's heritage. While not possessing the sheer might of the first few generations, their descendents still bore the marks of power, including long life and an aptitude for the arcane. Yet the returning sons were appalled. Despite the change in the nature of the people and the number of their settlements, the culture had barely grown. Having experienced the wonders of the outside world, the returning kings found the simple hovels and farms primitive and base.

The Founding of a Nation

After taking counsel with Cleito, they decided to build on the island a civilization to rival and surpass anything encountered during their journeys. They spent a year in the garden examining their discoveries and sharing among themselves their accumulated lore before leaving for their individual kingdoms. Quickly re-establishing their authority, the ten sons of Poseidon began to teach, showing their people the secrets of sea travel, construction, bronze, and magic. They commanded the people to build towns and cities and to use this knowledge to reshape the land as Poseidon himself had done. They created great canals throughout the central plain, transforming it into rich farmland. They tamed the creatures of the island, using oxen and elephants as beasts of burden and construction. They raised structures of stone and clay, creating sprawling towns joined by an intricate system of roads.

Two of the kings, however, had found special purpose. Azaes, one of the youngest, busied himself with a strange, red metal he had discovered during some excavations for usable stone. Naming it "orichalcum," he found it possessed mystical properties unlike any before seen. It was capable of channeling raw magical forces, purifying and containing them. This made the metal a perfect material for magical construction. Azaes presented his findings to his brothers, and the kings made plans for great mines to acquire the rare metal. Azaes' twin, Diaprepes, took charge of this task, for his domain was mountainous and rich in natural resources.

The eldest son, Atlas, gathered his people together and

brought them to the water-encircled mountain home of his mother. He and his children began to build what would become the greatest city in the world: the City of Atlantis. Using their arcane arts in addition to calling upon the divine power of their father, Atlas and his people bridged the canals with great arches of stone. They conjured the finest building materials from the ground, using them to construct homes and temples, libraries and shipyards, roads and walls. They interlaced the city with veins of orichalcum, creating a network of arcane power, for they intended their capital to serve not only as the political and economic center of their civilization but as its mystical heart as well.

In the following centuries, the Children of Poseidon shaped the land, building a civilization unmatched in scope. They cultivated vast farms on the fertile plain, easily feeding their growing populace. The mines grew ever deeper, claiming vast quantities of precious and useful minerals, including the fabled orichalcum, as well as providing stone for their great constructions. The City of Atlantis itself grew enormous. Sprawling across the landscape, it contained universities, temples, markets, and shipyards. There, a great fleet was constructed utilizing the channel to the sea for passage and mooring at the docks within the protected rings of ocean surrounding the holy mountain.

The Atlanteans researched arts both arcane and divine and began unraveling the patterns of the world. They discovered secrets for manipulating life energy as well as the weather. The great scholar, Orpheus, discovered the principles of resonance linking the physical, spiritual, and arcane worlds. Combined with the metal, orichalcum, the Atlanteans' mystical power gave the growing nation a strength and a vision unrivaled on the Earth. They reshaped the land as they saw fit. They created beings of stone and magic to labor and fight, leaving them more time for study and the advancement of their society. They brought the very elements under their control, governing the weather just as they governed the land around themselves.

The Empire

Perhaps inevitably, the people began to look outside their island home. The Atlanteans began sending out expeditions to explore the world, using their arts of weather control and seafaring to propel their vessels at great speed. They spread out upon the waves, quickly crossing the vast gulf of ocean to the coast of Africa, where they established the seaport of Cyrago. The great port was constructed in under a year to serve as a stopover for traveling vessels and a repository for supplies. From there, they spread up and down the coast, charting the waters and securing new territory.

The Empire of Atlantis grew by leaps and bounds. The people of Poseidon claimed vast stretches of Africa, creating settlements throughout its verdant interior and subjugating the natives. Even the conflict with the cat worshippers of the Nile, who wielded mighty elemental sorcery, was quickly overcome by the creation of the Bastai cat warriors. The Empire spread so quickly that the entirety of the Atlantic Ocean and its bordering lands was soon under their dominion.

Ventures into the Mediterranean, however, were much more problematic. Northern Africa quickly fell under Atlantean control, and the empire planted colonies along the southern coast of what would eventually become Spain and France and on the western coast of Italy. But when explorers continued further onward, they encountered a civilization that gave even the might of Atlantis pause. The city of Athens, while paling in comparison to Atlantis, possessed the power to hold off Atlantean expeditions. Never had the burgeoning empire faced a people with strength comparable to their own. Atlantis possessed great arcane power, but it was evenly matched against the divine magic of the Athenians, for Athena and the other Olympians held Athens in high regard and favored its denizens with their blessings. Additionally, the neighboring Spartans possessed martial skills beyond any the Atlanteans had thus far encountered, surpassing even the greatest Orpheans (the resurrected arcane warriors of Atlantis; see PART 2) and Bastai in the arts of war.

Unsure how to contend with this new threat to their way of life, the Atlanteans decided to isolate the Athenian region from the rest of their territory. Seven of the greatest Atlantean weather workers, drawing upon great magic, created the eternally swirling maelstrom

Egypt

For many years, the Atlantean conquest ground to a halt in the northern lands of Africa. Around the great northern river that would come to be known as the Nile, the explorers encountered a tribe of humans able to control the elemental forces of magic to a degree surpassing even that of Atlantis.

Excited by the prospect of assimilating this newfound power, the Atlantean explorers attempted to make peaceful contact with the Egyptians. They were shocked when the natives were not cowed into submission by their superior technology and arcane power. The insular tribe stopped the Atlanteans from entering their land, refusing to even speak with them, and, when the explorers tried to force the issue, the natives called on their elemental powers to drive away the newcomers. The invaders found themselves stymied, not only by native warriors but also by the very land and sky. Sandstorms arose and blasted their encampments. The river flooded and swept away their ships. Bolts of fire and sand were launched from the shadows of the jungle, decimating the foreigners. Yet the Atlanteans needed control of these lands so that they might make use of the mighty river to continue their expansion.

Abandoning diplomacy, the Atlanteans attempted to invade and take the lands by force. Teams of Atlantean war-wizards assailed the natives with their arcane power. Orphean warriors engaged the native defenders, but the power of the Egyptian sorcery and the sheer ferocity of its warriors drove the Atlanteans back. For over a year, the Empire found itself at a standstill, suffering from the natives' covert tactics. The Egyptians lurked in the grasses and the jungle during the day while their shamans called upon the land and sky. Then they would strike hard at night when the invaders were at rest, sinking their ships, poisoning their food and water, and blasting them in their sleep with elemental sorcery.

Finally, finding their continuing losses unacceptable but refusing to acknowledge defeat, the Atlanteans chose a new course of action. Their spies discovered that the Egyptians revered cats as servants of their goddess, the mighty Bast. Drawing upon this knowledge, the generals of the Atlantean armies sent a request back to the wizards of their island home. The spell-weavers used their awesome life magic to create a race of cat-warriors loyal to the Atlanteans. The first of the Bastai were born. Humanoid in form yet possessing a feline aspect, the Bastai were both graceful and deadly. Quickly growing to maturity, they were trained from an early age in the arts of war and became masters of personal combat.

Egypt fell to the Atlanteans soon afterwards, for the natives refused to fight beings bearing the visage of their goddess. The Bastai, looking upon the Atlanteans as their parents and serving as their protectors, enabled the Atlanteans to finally meet with the natives and bring them into the fold of the Empire.

of Charybdis opposite the great beast, Scylla, thus forming a channel of destruction that few ships could face. Further, Gadeirus' daughter, the powerful sorceress, Circe, was charged with keeping a watchful eye on the Athenian people and with preventing them from leaving the confines of the Eastern Mediterranean.

The Atlantean Empire prospered and grew despite challenges from the Lemurian Empire to the east of Africa and the wizards of wind and fire of the Fertile Crescent. By the end of the Great Expansion, the Empire of Atlantis controlled nearly all of Africa, more than half of Europe, and much of Central and South America. No enemy could truly challenge this great nation of the waves. The empire's deadliest enemy would prove to be itself.

Corruption and Decay

Years passed like days for the great people of Atlantis. Lifted above the cares and worries of ordinary mortals, they spent their lives enjoying the richness of the world. Some absorbed themselves in arcane study. Others devoted uncountable hours to perfecting the minute details of sculpture and painting. Years were spent creating patterns for tapestries. With the wealth of the Empire at their disposal and the power granted by their advanced studies, the Atlantean people surrounded themselves in luxury.

In time, however, the People of Poseidon forgot what it was like to live a life of toil. Surrounded by such opulence, it was easy to forget the struggles and ambition that had brought them to their lofty position. Where the people once took pride in both themselves and their Empire, they began to take their positions for granted. Successive generations saw no further need to press onward, challenging themselves and the world for the glory of their people and their sire, Poseidon.

The people of Atlantis began to squabble amongst themselves. Factional politics came to rule the society with citizens vying for prestige and grasping for the approval of one or more of the Ten Kings. Even the

sons of Poseidon fell victim to the decadence that had begun to permeate their society. Where once they saw each other as compatriots, they began to compete with one another, each feeling his vision to be the best for the Empire. Tension grew between the kings, pulling the nation's loyalties in different directions.

With the people's focus lost and their attention diverted by petty squabbles, Atlantean culture began to decay. Laws were made to benefit whomever had the lawmaker's ear at the moment. Armies of servants set out to war on isolated tribes merely to further commanders' political aspirations. Seeing themselves as above reproach, Atlantean wizards explored realms of arcane lore shunned even by the gods. Their arrogance angered the Olympians. Athena in particular found the Atlantean pride offensive.

The War for Atlantis

While the Atlantean people turned inward upon themselves, the world began moving against them. The Athenians, with the prompting and blessing of their patron deity, raided Atlantean shipping, disrupting trade throughout the Eastern Mediterranean. Atlantean warships sent to deal with the problem failed before the might of the Athenian Fleet and its divine magic. The Atlanteans did not respond to this threat with the combined focus seen in the past. Atlantean naval commanders, fearing for their stations, kept the truth of their failure from their superiors at home. Thus, the beginning of the war was completely unknown to the people of Atlantis.

Within a year, the militaristic Spartans joined the Athenian cause. The combination of their martial expertise and the Athenians' naval skill created an alliance actually capable of threatening Atlantean rule. The combined forces spread outward, quickly conquering Tyrrhenia and the island of Crete. The sorceress, Circe, attacked the Athenian fleet as it attempted to navigate past the great maelstrom, Charybdis, and forced the Athenian warships into retreat. She told her father, Gadeirus, of this new threat. The insolence of the Athenians and the deception of his admirals outraged the king. He sent a massive contingent of ships and troops, which quickly brought the Athenian-Spartan Alliance to a standstill. Alliance soothsayers consulted the oracles for ways to break the Atlantean hold on the region but received no answer.

However, an opportunity soon arose in the lands of the Nile. The Egyptians had long resisted the cultural changes the Atlanteans imposed. Consequently, Egypt had been guarded and secured by a large garrison of Atlantean and Bastai soldiers and a circle of wizards to protect the Empire's forces from Egyptian sorcery. The

An Atlantean Timeline

Year	*Event*
21,000 BC	Poseidon raises the Island of Atlantis from the ocean.
15,300 BC	Poseidon weds the human woman, Cleito, and the Ten Kings are born. The island is remade by the power of Poseidon.
15,150 BC	The Ten Kings journey abroad.
14,801 BC	The kings return home.
14,800 BC	Construction begins on the City of Atlantis.
14,182 BC	The City of Atlantis is completed.
13,940 BC	Cyrago is completed.
13,273 BC	Orpheus discovers the Resonance.
13,117 BC	The Bastai are created, and Egypt is conquered.
13,074 BC	Charybdis is created.
8,701 BC	The Olympian Gods turn against Atlantis.
8,697 BC	Egypt revolts, and the Atlantean Fleet is destroyed at the Pillars of Atlas.
8,696 BC	Cyrago is captured.
8,694 BC	Poseidon destroys Atlantis, and the Great Flood begins. End of prehistoric civilization.

people of the Nile had not been idle during the years of occupation, though. Their best sorcerers had studied Atlantean wizardry and incorporated some of its knowledge into their own arts. Egyptian warriors watched the Bastai during their practice sessions and learned much of their martial artistry.

When the conflict escalated in the north, much of the Atlantean garrison was drawn into the conflict as reinforcements. The Egyptians took advantage and rebelled, finally unleashing their skills in sorcery and combat upon the token force of remaining Atlanteans. The oppressors were quickly destroyed, and the Egyptians once again controlled the lands of the Nile.

The Egyptians next sent ships to the west along the northern coast of Africa to seize the Pillars of Atlas, blocking the entrance to the Mediterranean Sea. With their supply lines cut, the Atlanteans retreated. The Athenians used the opening presented by the Egyptians to sail along the North African coast, dodging Charybdis and Circe to pursue the retreating Atlantean fleet.

Upon reaching the Pillars of Atlas, the fleeing Atlanteans found the way home barred by Egyptian sorcerers who rained fire and lightning down from the cliffs, sinking ships and sending troops to watery graves. The Egyptians, having long since overcome their reverence of the feline form, even slaughtered the cat-like Bastai. Having no other option, the Atlanteans continued the assault and attempted to land troops to re-take the cliffs.

The arrival of the Athenian armada caught the Atlantean forces in the midst of another landing. Beset from both sides, the Atlanteans quickly collapsed. The victors spared no one, putting the entire army to the sword in an orgy of vengeance. Only a few Atlantean warships managed to force their way through the pillars and out into the open ocean, the sole survivors of the devastating defeat.

Gadeirus, who had been watching events through divination magic, was flabbergasted that mere humans had destroyed an entire armada of Atlantean ships. He called upon his brothers to give him control of the rest of the Atlantean Fleet to crush this uprising. Politics, however, had come to rule the council, and the other kings denied him, discounting his reports. They refused to believe that a coalition of humans could rival the might of Atlantis and accused him of bearing false tidings. Even if it were true, they held, the Empire would be better served by keeping the fleet at home, protecting the island that was the center of their civilization.

Cleito's opinion differed from that of her sons. She believed Gadeirus. Being human herself, she did not possess the arrogant attitudes of her children and the Atlantean People and saw the Alliance as a grave threat. She had met Egyptian sorcerers and knew the extent of their power. She had studied accounts of Spartan martial prowess and the might of the Athenian priests. The

Atlanteans had grown too degenerate and self-serving, she realized, to truly combat this new danger.

Cleito began preparing a means by which the people of Atlantis could be saved. Utilizing the power of the sacred trident her husband had entrusted to her, she created gateways that could transport her people to distant countries. She contacted the colonies scattered across the lands far to the west and instructed them to construct great mystical arches of stone that would serve as exits for the fleeing populace, thus placing them far beyond the reach of the Alliance.

In the meantime, the fleets of the Alliance, now having added Egyptian sorcery to their might, rolled outward from the pillars into the ocean. They quickly overcame the token forces on the mainland of Spain and Northern Africa. With their supply lines cut and no hope of reinforcement, the Atlantean garrisons fled, traveling northward to the cold reaches of Akadius and inland into the verdant heart of Africa.

The End

What happened next is somewhat unclear. The Alliance attacked the port city of Cyrago and placed it under siege. Athenian warships blockaded the harbor, and Spartan foot soldiers surrounded the city. Egyptian sorcerers countered the defenders' magic and began pummeling the city walls with arcane force. Still, the gates held, and the city endured

At the same time, the Trident of Poseidon was somehow stolen from the temple in the heart of the city of Atlantis and spirited away to Cyrago. The siege held for several more days until Alliance agents managed to slip inside the city and open the gates. Cyrago fell quickly, but during the fighting Atlantean warriors recovered the trident and brought the sacred relic home.

Soon afterwards, the Atlantean fleet met the Athenian armada on the high seas. In a pitched battle that lasted for days, the Atlantean navy was destroyed, and Alliance troops landed on the island of Atlantis itself. Storytellers

New Monster: Lemurian

Challenge Rating: 1
Size: Large (Humanoid - Aquatic, Reptilian)
Hit Dice: 3d8 -3 (10 hit points)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 17 (+5 Natural, +2 Dex) or 24 (+5 Natural, +2 Dex, +5 Breastplate, +2 Large Wooden Shield)
Attacks: Bite +4 melee (1d6+2) or Great Trident +4 melee (3d4+2)
Face/Reach: 5' by 5'/10' (15' with Great Trident)
Saves: Fort +0, Ref +5, Will +1
Abilities: Str 14, Dex 15, Con 9, Int 12, Wis 11, Cha 8
Alignment: Usually Neutral
Skills: Craft: Stonemasonry 4 or Profession: Architect 4
Jump 7
Swim 8
Balance 8
Feats: Ambidexterity
Dodge or Phalanx Fighting

The lush, volcanic land of Lemuria rises out of the ocean between Africa and Australia. Its inhabitants, a majestic race of intelligent saurians, were among the first truly advanced cultures Atlantean explorers discovered during their travels. Though early encounters with the Lemurians were peaceful exchanges of knowledge, the rise of Atlantis eventually led to tension.

Lemurians are tall, powerfully built humanoids, standing on average eight feet in height. They have saurian heads, resembling those of monitor lizards, heavy, long tails, and bodies covered with green or bronze scales. Lemurians use their tails for balance and to propel them through the water at great speeds. They are excellent swimmers and can hold their breath twice as long as a human can. Though they are warm-blooded, the Lemurians lay eggs and require warm places to incubate them.

say that Gadeirus wished to employ the trident of his father to repel the invaders, while Cleito wanted to use it to power the gateways that would allow the Atlantean people to escape. The two quarreled, and during the argument Cleito was slain by the trident.

Seeing his bride killed by his own icon, Poseidon went insane with fury. He appeared at the site of his beloved's demise, grabbed the trident, and snapped it over his knee. With the power that held it on the surface broken, the island plummeted downward, carrying the City of Atlantis, the people of the greatest nation in the world, and the besieging army beneath the waves forever.

The raw forces unleashed by Poseidon's fury were so great that the world was rocked with cataclysm. The fleets of the Alliance were swept away. A wave miles high crushed the city of Athens and scatterd its remnants. Floodwaters covered the world for more than a lunar cycle. In a single stroke, the grief-stricken God of the Sea smashed human civilization, which would not arise again for several thousand years.

Atlantis and the Classical World

Because it dominated most of the known world at the time, Atlantean culture both influenced and was shaped by the ideals of the Ancient World. Presented below is a look at Atlantis, its people, their worldview, and how these relate to the tenets of Classical Culture.

Atlantis

Atlantis is an unnatural island raised and kept on the surface by the divine power of the god, Poseidon. It was formed from a chain of islands 600 miles long from north to south, and 400 miles wide. The sea floor that had lain between the islands became the Great Central Plains. Mountains cover the northern quarter of the teardrop-shaped island, and another chain runs down the western coast. A cluster of hills occupies the southeastern corner, forming a shielded flood plain within the interior of the island that drains into the great Samure River, which empties into the ocean in an enormous river delta in the northeast.

The island has a balmy climate: hot and humid in the summer, cool and damp in the winter. Tropical storms are frequent but usually turned aside by the Atlantean weather-workers. Lighter showers are allowed to pass over, keeping the farms of the central plains well-watered.

Plants and animals of every description populate the island. Herds of elephants roam the undeveloped

portions of the interior amid wild vines, berries, and huge flowers. Jungles in the south teem with monkeys and exotic birds. Woodlands cover the mountains, which are never snow-capped. Wheat, barley, grapes, and tree-fruit are the primary produce of the farms. Coral reefs to the south make for rich fishing and supplement the already abundant crops of the island, easily feeding the Atlantean populace.

In the southeast, alongside the cluster of hills and touching on the central plains, lies the majestic City of Atlantis. The metropolis is built around the small mountain where Poseidon originally took Cleito as his bride and the Ten Kings were born. On top lies a large marble shrine that is home to Cleito and is the central temple of Poseidon. Though her parents are long dead, Cleito still resides within, serving as chief priestess of the temples throughout the Empire. It is said Poseidon himself occasionally takes material form and resides in the shrine with his wife. Within are the vast gardens Poseidon created before the birth of the Empire. So rich is the mystical fruit, that those who partake of it age slowly and rarely become ill.

The base of the mountain is surrounded by the first of three canals of seawater. The city itself is built on the divided circles of land formed by these great waterways. Cleito's mountain occupies the innermost circle of land. The next ring outward houses the leaders of the Empire. Enormous estates dominate this region, and, from here, councils decide the fate of the Empire. Within this circle also lies the estate of King Atlas, lord of the city.

Businesses and craft houses dominate the outer ring. The city's massive port lines its edges, and within it sits the University of Atlantis. The homes and businesses of the common people blanket the surrounding countryside, forming the largest community in the Empire.

Connecting the three watery channels is a large canal that runs out to the ocean. Sea walls have been built around the rings to prevent flooding during high tides. The outermost wall is covered in bronze, the middle in gold, and the innermost in hammered orichalcum. Beneath the city streets is a vast web of orichalcum that channels magical energies inward, causing the city to throb with its power. ***Magic within the outermost ring is enhanced, and any Arcane Spell cast there automatically has maximum effect.*** The massive fluctuations of power, however, prevent teleportation into the city itself, causing such spells to misfire and drop the recipient elsewhere.

New Monster: Lemurian (cont.)

These giant reptilians are renowned as master builders and architects. They craft their cities out of volcanic rock, sometimes carving them out of the sides of mountains. All Lemurian homes have complex basements that descend several stories below the ground. Connected to thermal vents and hot springs, these vaults protect eggs until a new generation is ready to hatch.

Lemurians mature quickly by Atlantean standards, reaching adolescence at 20 and adulthood at 30. They are long-lived with middle age not coming until 70, and old age setting in at about 100. Venerable members of the race average 150-years old, and some Lemurians can live to be over 200.

Lemurians wear very little in the way of clothing, but many own large collections of well-crafted jewelry, which they seem to love. They are an advanced people who craft bronze weapons and armor, practice a powerful, animistic form of divine magic, and maintain an efficient, well-organized citizen-militia.

Lemurian government is traditionally divided between the spiritual and the secular with females choosing the former and males the latter. Typically, secular authority is concerned with the day-to-day operation of the state, and the advice of spiritual leaders is highly respected.

Combat: Lemurians are fierce fighters, particularly when their communities are threatened. Armed Lemurians typically wear bronze breastplates and fight with Great Tridents. Many are trained to fight in phalanxes, and a group that does so makes a fearsome opponent.

Those that are unarmed use the natural advantages of their reptilian form. Lemurians are fast and dodge blows easily. They will pummel opponents with their fists, attempting to move close enough to bite with their strong jaws.

Skills and Feats: Due to the balance afforded them by their tails, Lemurians gain a +6 Racial Bonus to Jump, Swim, and Balance checks. They are also steeped in the knowledge of building. Thus, Lemurians have either the Craft: Stonemasonry or the Profession: Architect skill. Additionally, all Lemurians are ambidextrous, thereby gaining that Feat for free.

Favored Class: Lemurians are a deeply spiritual people with a reverence for the things around them. Females thus tend towards the Cleric class, in keeping with the gender split of Lemurian Society, while males gravitate towards Fighter. The Lemurian race adds two class levels to any character.

New Monster: Mue

Challenge Rating: 1
Size: Medium (Humanoid)
Hit Dice: 2d8 (9 hit points)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 18 (+2 Dex, +5 Breastplate, +1 Small Wooden Shield)
Attack: Bite +2 melee (1d4) or Bronze Battleaxe +2 melee (1d8+1) or Javelin +1 ranged (1d6+1)
Face/Reach: 5' by 5'/5'
Saves: Fort +3, Ref +2, Will -1
Abilities: Str 12, Dex 13, Con 11, Int 12, Wis 8, Cha 9
Alignment: Usually Neutral
Skills: Craft: Blacksmithing 4 or Craft: Armorsmithing 4 or Craft: Weaponsmithing 4
Balance 4
Intimidate 4
Tumble 4
Feats: Power Attack
Special Qualities: Fire Resistance 5

The Nation of Mu lies in the highlands and mountains of South Central Asia. The denizens of this land, the bestial Mue (moo-ay), are an ancient people. It was from these strange creatures that Autochthon wrested the secrets of metalworking, knowledge the Mue hold sacred. Atlanteans are not welcome in Mu and are killed (and sometimes eaten) on sight.

Mue are short, powerfully muscled humanoids, averaging 4'9" in height. They are very broad-shouldered and walk with a hunched-over posture. Their bodies are covered in deep brown, almost black, short fur, and their faces are flat and feral with gleaming, yellow eyes and sharp, fang-like teeth. Though the Mue walk on two legs, they often use their long arms to touch the ground and help their balance when they run much like a gorilla does. Clothing consists of furred animal skins tied to the body for warmth and strips of tree bark lashed to the soles of their feet for protection.

The people of Mu live in small tribes secluded in the rifts and valleys of their mountain home. Mue communities live in vast warrens of caves and squat huts made of mortar and stone. They worship the fire god, Posakh, whom they believe created them and granted them the secrets of metallurgy. Tribal leaders are priests of Posakh and are the chief smiths of the tribe.

The Kingdoms

The Island of Atlantis is divided into ten kingdoms, each ruled by one of the ten sons of Poseidon and Cleito. Atlas rules the City of Atlantis itself and the surrounding countryside. Widely considered the most noble of the brothers, he continually strives to make his land hospitable and beautiful.

Gadeirus oversees the region to the south of the city. He considers Atlantis the pinnacle of civilization, and believes that Atlantean conquests must continue or else the island's civilization will turn in upon itself and grow stagnant. Disappointed that his people have put aside their expansionist desires, he is the greatest proponent of military action among the kings.

Ampheres and his twin Evaemon govern the northern reaches of the interior plain. Both excel in matters of agriculture and continually search for better methods of providing for the needs of the people.

Mneseus, who originally brought the arts of Lemurian architecture to the island, reigns over the hills to the east of the capital. His domain holds many of the greatest estates and vineyards of the Empire.

Autochthon is in charge of the southern reaches of the western mountains. His lands contain the mighty forges of the Empire, within which orichalcum and other metals are purified and shaped. His brother, Elasippus, rules the southern reaches of the Central Plain to the west of the capital, where the many beasts of burden that carry the weight of the great food caravans are indigenous. His land is a rolling tapestry of open plains, ranches, and cattle yards.

Mestor controls the river delta in the northeast. His kingdom provides most of the fruit consumed within the nation.

Finally, Azaes and Diaprepes share the northern mountain chain. Azaes's land is covered in lush forests and is the greatest source of usable timber for the island. Diaprepes's territory is dotted with mines and provides the island with stone and metal, including the mystic orichalcum.

The Empire

Beyond the borders of the island itself lies the vast Atlantean Empire. It spans much of the known world, channeling its wealth back to the island. Over one million subjects live within its borders, giving Atlantis rule over the largest single collection of people on Earth.

Most of Africa — from the stormy southern islands to the Pillars of Atlas — is under Atlantean control. On the northwestern coast, 800 miles southwest of the Pillars of Atlas, lies the port city of Cyrago. All Atlantean trade and shipping passes through this metropolis. Its harbor can hold over one hundred ships, and its warehouses store enough food and supplies to feed the entire island for a decade.

Atlantis also governs the coastal lands of Europe. It has charge of the rich fields and hills of what will eventually become Spain and France, and reigns over Tyrrhenia, the western coast of the Italian peninsula. To the south lies the great maelstrom of Charybdis, blocking Athenian travel into Tyrrhenian waters.

Colonies exist in the far north on the snowy lands of Akadius, even though they are covered in glaciers. Small settlements have also been placed in the lands far to the west across the Atlantic. The voyage is too far to make continual travel possible, though, making these satellites sparse and by necessity self-sustaining.

Foes

Atlantis has several enemies able to stand up to its might. The city-state of Athens possesses shipbuilding and sailing expertise Atlantis can only match with a great deal of magical manipulation. In addition, the entire Olympian Pantheon other than Poseidon holds the city in high regard, giving it awesome divine power. A warrior society with skills no Atlantean can match lives to the south of Athens at Sparta.

Far to the east, around the southern tip of Africa, the Lemurian Empire thrives. Inhabited by a lizard-like race, they were already an ancient people when Atlantis first rose from the depths of the ocean. Lemurians are the best stone-crafters in the world, possessing masterful carving techniques and an ability to tunnel through the hardest of rock. Much of their empire lies beneath the towering spires they construct on the surface.

Finally, within the interior of Asia exists the Nation of Mu. Populated by strange beast-like people, they possess metalworking skills far beyond any found elsewhere in the world. They are exceptionally hostile to outsiders, eating any humans or Atlanteans they happen upon. In addition, they wield a shadow-magic undetectable by Atlantean senses, which makes them a very dangerous enemy and discourages the Empire from reaching into their lands.

New Monster: Mue (cont.)

The center of each community is a great forge, which serves as a center for worship, warmth, and weapons. Male Mue act as warriors and hunters, and the females prepare food and care for the children. Both genders can serve as priests and smiths.

Mue live short, rough lives, reaching adolescence by the age of 8 and maturity at 15. They are middle-aged by 25, old at 35, and venerable by the time they are 50. Few live longer than 60 years.

Combat: Mue are among the most savage fighters in the known world. The combination of their strong muscles and their delight in hurting others make for deadly foes who give absolutely no quarter. Unarmed Mue will beat opponents with their arms and try to bite them with their sharp teeth. Those with weapons typically arm themselves with bronze battleaxes and javelins. Their fur is short and fine enough that they can wear armor comfortably, and most choose to don bronze breastplates when going into battle.

Mue are not particularly organized when they fight. They gang up on the strongest foes and generally pick targets they believe they can dominate when choosing individual combatants for themselves, but that is largely the limit of their tactical expertise. A Mue fight resembles a brawl more than a battle, and such donnybrooks are easy to win for skilled tacticians. Still the absolute savagery with which the Mue fight is unequalled in the world, and, for this very reason, sensible people leave them alone.

Skills: The Mue are masters of the forge and work metal with a skill rarely seen outside their brutish land. While they spend little time crafting jewelry or other finery, their weapons and armor are quite excellent. All Mue know one of the metal-working crafts: blacksmithing, armorsmithing, or weaponsmithing.

Owing to their long, powerful arms, the Mue are also adept at balancing and moving. They enjoy a +4 Racial Bonus to Balance and Tumbling skill checks as a result.

Special Qualities: Fire Resistance: Years of living and working with the forge have made the Mue more resistant to its natural element, the fire. Their bodies secrete oil that makes their fur less susceptible to burning. Thus, Mue ignore the first 5 points of fire damage from any attack.

Favored Class: The savage Mue are most at home in the Barbarian class. Their Clerics worship Posakh and may choose from the Fire, Strength, and Earth Domains. Mue have no understanding of Arcane Magic, however, and thus Wizards, Sorcerers, and Bards are very rare.

Atlantean Culture

Atlantean ideas and values have influenced a large portion of the Classical World. Likewise, many ideals of those the empire has subjugated have been incorporated into its own culture. Below is a look at how the people of Atlantis view themselves and the world in which they live.

Atlantean Citizens

Atlantis can be divided into four distinct groups of citizens. The Noble Atlanteans, characterized by very close blood-ties to Poseidon, are the smallest but most noteworthy set. The Ten Kings and their close descendants make up this group almost exclusively. Closer to gods than to mortals, their life spans can be measured in thousands of years. They are the backbone of the culture, serving both as defenders of the Atlantean way of life and as reminders of the divine origin of its people. Nobles hold almost all top positions of power within the Empire. They are expected to be paragons of wisdom and strength, a position to which they are uniquely suited. Though not above the law, they possess a great deal of influence within society, and their word bears much heavier weight than that of any other citizens.

Common Atlanteans are the descendants of the original inhabitants of the island and comprise the second-largest group of citizens. Their divine blood is much more diluted, making them mortal though still long-lived in comparison to humans. They possess more delicate features than normal humans and typically higher intelligence. These are the ordinary citizens of the island. By outside standards, however, their lives are far from ordinary. They are well educated, urbane, and proud. They lead lives of luxury and comfort, spending their days in pursuit of knowledge, pleasure, and politics. Each is expected to be a master of some trade or craft, whether it be architecture, art, or arcane spell weaving. For the most part, an Atlantean's value in society is determined by personal expertise and past accomplishments, not profession. Arcane mastery is the exception to this, being a highly respected career.

The largest group of citizens is those with no trace of Poseidon's blood. These people are foreigners — usually human — brought into the fold during the Great Expansion and their descendants. In either case, they are now full citizens of the Empire. When native peoples were encountered during the Expansion, they quickly came under the rule of the more sophisticated Atlanteans. Force was rarely required. Atlantean explorers simply displayed the wonders of the Empire, both magical and mundane, to the natives and offered to teach them. Awestruck acquiescence usually resulted. The best and brightest of the conquered peoples were brought back to Atlantis to be educated in the ways of the Empire.

Education, however, did not come for free. Newcomers to Atlantis were expected not only to learn but also to teach. In this way, Atlantis continued to grow and evolve. Moreover, when the newcomers returned home, they were placed in positions of authority. Within a human generation or two (a short time for the Children of Poseidon), the native culture became Atlantean. Thus, while foreign humans are not Atlantean by birth, they nevertheless had an important role to play in the growth of the Empire. Many chose to return to the island later in life, and their offspring now make up the majority of the labor force of Atlantis.

Half-bloods are the final group of citizens. Having one Atlantean and one human parent, they are accepted as part of Atlantean society, yet live largely apart from it. Their shorter life spans preclude the years of study enjoyed by ordinary Atlanteans. As a result they lead much more dynamic lives. They frequently travel abroad, serving as emissaries to the outside world. Closer racially to humans, they are less likely to be seen as alien.

Family

Atlantean society is based on the extended family. The eldest member, called the Si'an, leads the household and governs day-to-day affairs. The Si'an declares the food fit to eat at meals, decides all marriage requests, and governs

all large expenditures of money. Resolving interfamily conflicts is his or her responsibility in addition to representing the family to the rest of society. Since the Si'an is often quite old, a younger member of the household is appointed as intermediary. This Si'ai passes on any larger issues facing the family. A Si'an is rarely encountered outside the family compound, leaving such affairs to the more youthful Si'ai. Generally, Si'an are given great respect and treated like nobility.

Childhood

Atlantean childhood is a long, drawn out affair. By tradition, the first two decades of an Atlantean's life are spent at home, enjoying the pleasures of youth. Children are expected to master reading and writing, the daily prayers, and to be able to tend to their own grooming during the first decade. In the second half of childhood, they begin taking part in the chores of the household: preparing and serving meals, cleaning the walkways, airing the bed linens, running messages, and doing simple shopping in the marketplace. Mastery of the basic etiquette and customs of Atlantean society is also expected.

On the morning of their twentieth birthday, the Si'an tells the children that they represent the family to the world and their behavior and performance reflect upon the household. This is the first time in his or her young life that the Si'an acknowledges a child's existence, a momentous occasion. A party honoring the child is thrown that evening to accept him or her as part of the family. The young Atlantean receives gifts of clothing and jewelry, and partakes of the finest food and drink the family can provide.

The next day, the child packs his or her belongings and leaves for one of the fine Atlantean universities. The next twenty years are dedicated to the study of a wide variety of subjects. History, spell-craft, religion, philology, cartography, and literature are all part of the curricula in addition to basic trade skills such as carpentry, pottery, stonework, and weaving. The arts of war are also included; the growing Atlantean acquires rudimentary knowledge of weaponry, tactics, and strategy. At the end of this tutelage, the Atlantean has acquired experience in a wide selection of fields and, hopefully, has shown talent in one of them.

After attending university, Atlanteans are expected to find a master and to petition for apprenticeship. Though some try to return home, they are turned away and told they are not yet ready to rejoin the family. Apprentice labor is cheap and the quality of university education is high enough that students are rarely rejected. In fact, prospective masters often query university faculty for the identities of particularly promising students to approach when their schooling is finished. Students who are not accepted by any master must travel until they can find one, even if that means leaving the island. At this point some Atlanteans join the armed forces and begin training for a life of war.

An apprenticeship is traditionally 20 years long, during which apprentices are expected to follow their master's every dictate. The first few years are spent in hard labor, doing menial work the master is not willing to perform. This treatment, while seemingly harsh, forces the pupil to develop patience, discipline and self-reliance. As time wears on, the master relates more and more of the trade until at last the young adult is worthy of being known as a journeyman.

When the apprenticeship ends, the youth is expected to spend the next 30 years abroad, traveling and learning just as the ten sons of Poseidon did. The growing Atlantean wanders the breadth of the Empire, learning its secrets and the ways of its people. Those who joined the military, however, do not travel so freely. They are stationed abroad to learn the arts of war in the Empire's garrisons.

The fully educated children return home on their one hundred and tenth birthdays. The Si'an personally greets the wanderer at the door with the warmest affection. Another party, larger than the last so long ago, welcomes the new adult and signifies his or her official inclusion in the family. Members of other households are invited since the event is a point of pride and provides a chance to show off the new member to the community. Even those in the armed forces are given special leave to return home. Afterwards, soldiers choose whether to return to the military or to stay home. Most go back, having made friends and become accustomed to that way of life. Those returning from non-militaristic travels usually set up businesses as masters and take apprentices of their own.

Marriage

Marriage is an occasion seldom celebrated in Atlantean society, as Atlanteans enter into lifelong commitments with the greatest of caution. Most wander through a string of lovers over the course of their lives, remaining attached for years but separating when the

relationship starts to sour. Children created by these trysts are always considered part of the mother's family and are raised as such without prejudice as to their father's identity. Relationships within a family are common, though never between siblings or parents and children. Marriage within a single household is strictly forbidden.

Among those who do marry, adultery is nearly unknown because the penalty for such behavior is permanent exile of both offenders and their spouses from the island. Who was unfaithful doesn't matter, for any failing in the marriage is considered the fault of both parties. Marriages are highly respected, and both individuals gain great status for the commitment. Thus, any damage to the relationship and its institution is a great sin. After all, it reflects badly on the entire family.

Death

Death is taken very seriously by the long-lived Atlanteans. Funerals are solemn affairs in which the whole of the deceased's family is expected to participate. At a temple, the body of the departed is ritually anointed by priests of Poseidon and then laid out on a pyre. The corpse's hands are placed around a meticulously crafted trident of select wood, and the body is wrapped in the finest linen embroidered with prayers to Poseidon. The Si'an comes forward and speaks of the deeds of the fallen, reviewing his or her life in detail. Great emphasis is placed on accomplishments both large and small. The character and personality of the deceased are not mentioned because those impressions are considered very personal and subjective, and their disclosure would affect the memories of those assembled. As final words are spoken, the Si'an lights the pyre. The assembled are expected to stay until the fire dies, after which the ashes are carried to the sea and deposited there. Mourning lasts one day for every ten years the departed was alive.

Religion

Given that they are the direct descendants of a god, Atlanteans are predictably a very religious people. They view Poseidon as more than just their deity; he is their forefather. Throughout the day, Atlanteans pay homage to him in myriad ways. A cool sea breeze causes an Atlantean to pause and give thanks. One greets a stranger by offering him or her water. At the evening meal, the head of the table is always left vacant, though a place is set, and a few drops are deliberately spilled from a serving of water or wine to return to the sea. The ocean itself is considered holy, and every Atlantean is expected to bathe in it at least once a year.

While they acknowledge the existence of other gods, Atlanteans do not pay them homage. Prayer to other gods is allowed on the island, but only temples to Poseidon may be erected. Small shrines to ancestral deities within the homes of immigrant humans are allowed and respected, but the Cult of Poseidon is the national religion.

Law

The Atlantean legal system is straightforward. Each year, the Ten Kings gather in the Garden of Cleito to discuss any issues that have arisen during the past year that may require the creation of new laws. Generally speaking, within the borders of Atlantis, those acts causing direct harm to the personal welfare of another are illegal. Thus, murder, rape, arson, burglary, assault, and other forms of violence and theft are crimes under Atlantean law. Chief temple priests serve as judges and the Ten Kings resolve the highest order of disputes. Penalties usually follow the "eye-for-an-eye" formula, making the judgment suit the crime. Murder is punished by the execution of the perpetrator, theft is penalized by a period of service to the victim in addition to the return of the goods or recompense for their value, and so forth.

When a dispute arises between two uncompromising individuals of different families, it falls to their Si'an to meet and resolve the problem. If the Si'an cannot resolve the issue, a Chief Priest of Poseidon is called. Should this also fail to resolve the situation to the satisfaction of the parties involved, it may be redirected to a higher-ranking priest. The chain continues to one of the Ten Kings, who have final authority to resolve disputes. For the most part, it is in the best interest of both parties to resolve it before a King is consulted because, while both parties must agree to a priest's settlement, a King's judgment is final and requires no approval of those involved. In addition, refusing to accept the decision of a priest reflects badly on both parties (and consequently, their families). When an individual lacks a Si'an, a priest is automatically consulted. Generally, true Atlanteans are held in greater esteem in the eyes of the law and tend to receive more favorable judgments, much to the regret of humans.

Slavery

Slavery is legal within the Atlantean Empire and serves as a major source of basic labor. The condition of slavery

is never inherited, though. Children are automatically considered free of their parents' obligations because slavery is a penalty given to an individual for failure to pay debts, as a judgment for a crime, or as punishment for sedition. However, those possessing the blood of Poseidon cannot be committed to slavery. Thus, Noble and Common Atlanteans are exempt from this punishment, which is reserved for humans and other lesser races.

A master must provide for slaves' basic needs, and their physical well-being must be maintained. Married slaves cannot be separated from their spouses, and children cannot be taken away.

Social Order

Atlantis is, in very many ways, a meritocracy. Citizens are judged not by what they do, but how well they do it. This reflects the Atlantean drive for perfection and control. Those who produce the highest quality work and are true masters of their craft are given greater respect. For this reason, Noble Atlanteans usually hold the highest positions. Not only do they possess hundreds of years of experience, their natural talents place them above nearly everyone else.

The long-lived Atlanteans generally fill the second rank of the social structure, having the expertise of several human lifetimes at their disposal. Humans fill the lowest rung, although there have been a few unusual humans with sufficient natural talent to rank higher. These individuals are highly respected for their accomplishments despite their race. Bastai and other created races remain separate from the ordinary social order of the Empire since they tend to remain aloof and disengaged from the rest of the community.

Clothing and Fashion

Atlantean clothing styles are rich but loose and comfortable, befitting the island's balmy climate. Males favor ornately embroidered vests that leave the chest exposed, loose leggings, and sandals. Woman wear long, flowing gowns hung from the shoulder, which are often tied with a sash around the waist and slit partly up the side of the leg for ease of movement and comfort. In colder weather, women wind long sashes of warmer fabrics around their limbs to form a skin-tight garment, and men add a sleeved undershirt to their usual ensemble.

Vibrant blues and greens are the favored colors of leisure, with earthy browns used for work clothing. Reds, purples, and yellows are employed as highlights, usually in the form of sashes and shawls, while black, white, and gray are reserved for undergarments. Elaborate embroidery is common, often including silver, gold, and sometimes even orichalcum thread in the designs. Such enhancements typically feature eye-pleasing patterns rather than images.

Footwear consists of thin hardwood sandals, carved and shaped to fit the sole of the wearer's foot. A simple pad of leather provides a buffer between the skin and the wood of the sandal. Long ribbons or leather straps that often run all the way up the calf tie the shoe to the wearer's foot. Intricate swirls and whirls are etched in the bottoms to provide traction. Atlantean footwear is designed to keep feet comfortable and cool while not interfering with swimming.

Jewelry is very common and worn during everyday life. Rings and amulets featuring polished metal and gemstones are favored, though earrings are not uncommon. Intricate clasps and pins ordain Atlantean hairstyles, which tend to be straight and shoulder-length among both men and women. Tattoos are also popular, typically in the form of small, patterned designs that enhance the natural flow and fall of clothing styles. Most are drawn with deep black ink. Facial and head tattoos are commonly worn by those in the military, incorporating any scars acquired in the line of duty.

Architecture

Atlanteans build structures to endure. As a people for whom a generation can span a century, a single lifetime can outlast the buildings of normal humans. Atlanteans prefer to build with stone, primarily marble and other hard rock. When wood is used, only the hardest will suffice.

Atlantean homes are designed to be very open. A household consists of a single, multi-storey central structure connected to numerous outbuildings through covered walkways. The dwellings themselves have a central meeting hall and work areas on the first floor. Bedrooms are on the second and higher stories. Arched windows abound, allowing the free movement of air throughout the dwelling. During colder seasons, ornate curtains are hung throughout the house, covering doorways and windows to trap heat within.

In larger cities, massive aqueducts flow overhead. The upper floors of many taller houses have access to these sources of water. In some cases, an aqueduct runs straight through the house. Solid waste is carried away each morning in large clay urns, while liquid waste is emptied into covered sewer channels that run in alleys behind the structures. Periodically, these channels are flooded with water from the aqueducts, keeping them clean and free of obstruction.

Food

Saltwater fish are considered the most perfect of food, coming as they do from the domain of Poseidon, and a prayer of thanks is given before partaking of their meat. No part of an ocean fish is wasted. Atlantean cooks have numerous recipes for preparing every part. Even the bone is ground up and combined with several other spices and flour to make a rich bread called macah.

Food is delicately seasoned with an emphasis on salt and garden-grown herbs. Imported spices are reserved for formal affairs. Most of the best Atlantean chefs are also skilled herbalists and serve as doctors when not cooking since they believe most illness is due to improper food preparation and an unhealthy diet. Skilled cooks are in very high demand since the measure of a house is often determined by the quality of the table it sets.

Art

Atlanteans are a very artistic people. Ornate paintings and carvings adorn the walls within their homes. These designs usually depict the sea, mountains, and other natural scenes, making the interior seem larger than it is. Buildings are constructed with alcoves and wall niches for statuary, and every curve and angle of the structure is shaped and polished to please the eye.

Artistic tastes favor complex designs that suggest the subject to the viewer rather than boldly tell it. Atlanteans believe that art should require careful attention to convey its meaning. Simple images and carvings are scorned as being too pedestrian, easily forgotten, and ignored. A work of art should capture the eye and give new meaning with each viewing.

Atlantean musicians favor the flute and harp as well as a five-stringed instrument called the halista. Played with a bow, it is well known for the resonant, yet haunting sound it produces. Many of the great Atlantean compositions are written for a quartet of flute, harp, halista, and a single vocalist. The music itself is flowing and melodious, reminiscent of ocean waves cresting upon the shore, remarkably complex and intricately layered.

Worldview

The descendants of Poseidon see themselves as masters of their world. They are driven to control and shape every aspect of their lives. An architect is willing to chop down a forest just to improve the view from a new structure. The world is moldable clay, a suitable base from which one can craft what one needs, rather than a complete creation.

Having traces of divinity running in their veins, Atlanteans view themselves as the pinnacle of civilization and culture. This is not to say that they see no value in that which is not Atlantean in origin. Rather, they believe such things should be assimilated into their culture and then perfected as only Atlanteans are capable. Atlanteans place great value on study, for only through understanding can the proper way of accomplishing a task be found.

The struggle for perfection exemplifies Atlantean culture. True mastery of an art or craft is not only a worthy

goal, it is all that is worth doing. They are the ultimate tool-users, continually developing new methods for shaping the world. Life itself is a tool, as evidenced by the creation of the Bastai and the Orphean warriors. Atlanteans have no need to struggle with a task when they can create a tool to accomplish it, freeing more time for important studies. They are a proud, even egotistical people — it is difficult to impress a race for whom twenty years of experience is seen as an apprenticeship. Their superior attitude, though often justifiable, creates tension with ordinary humans, who are often treated as pretentious children.

Atlanteans are very image-conscious. They will go to great lengths to make every aspect of their lives pleasing to the eye and a wonder to behold. Buildings are works of art with sweeping curves and angles that draw the eye to the best aspects of the construction. Swords are intricately embossed with designs and glyphs. Scars are surrounded by complex tattoos with the flow of the blemish worked into their design. Atlanteans pride themselves on their refusal to accept imperfection; pre-existing flaws are seen merely as tools with which to work.

Magic

The civilization of Atlantis is built upon the mystic arts. Messages are relayed across the Empire through a magical network, and powerful spellcasters ride the waves in glistening chariots of force and water. City streets pulse with arcane power. Atlantean magic manipulates and controls the environment in ways that inspire awe in foreign mages but are taken for granted by those that reside there. Buildings of impossible construction are held together by arcane might.

With their innate intelligence and long lives, Atlanteans have achieved a mastery of magic unmatched in the Classical World. They possess a natural affinity for it, and can sense the presence of magical auras if they focus properly. Practically every citizen has some minor arcane implement that aids his or her daily life.

A large part of Atlantean magical power is based on the principles of the Resonance. The famed scholar and musician, Orpheus, discovered that everything in the world, both magical and physical, is attuned to a certain resonant vibration. By manipulating and channeling this vibration, Atlantean spellcasters can shape their spells to work in time with the natural resonance of the target, making the casting much easier and the spell more powerful. Life energy can also be altered through the Resonance, as demonstrated by the powerful arts used to create the Bastai cat-warriors.

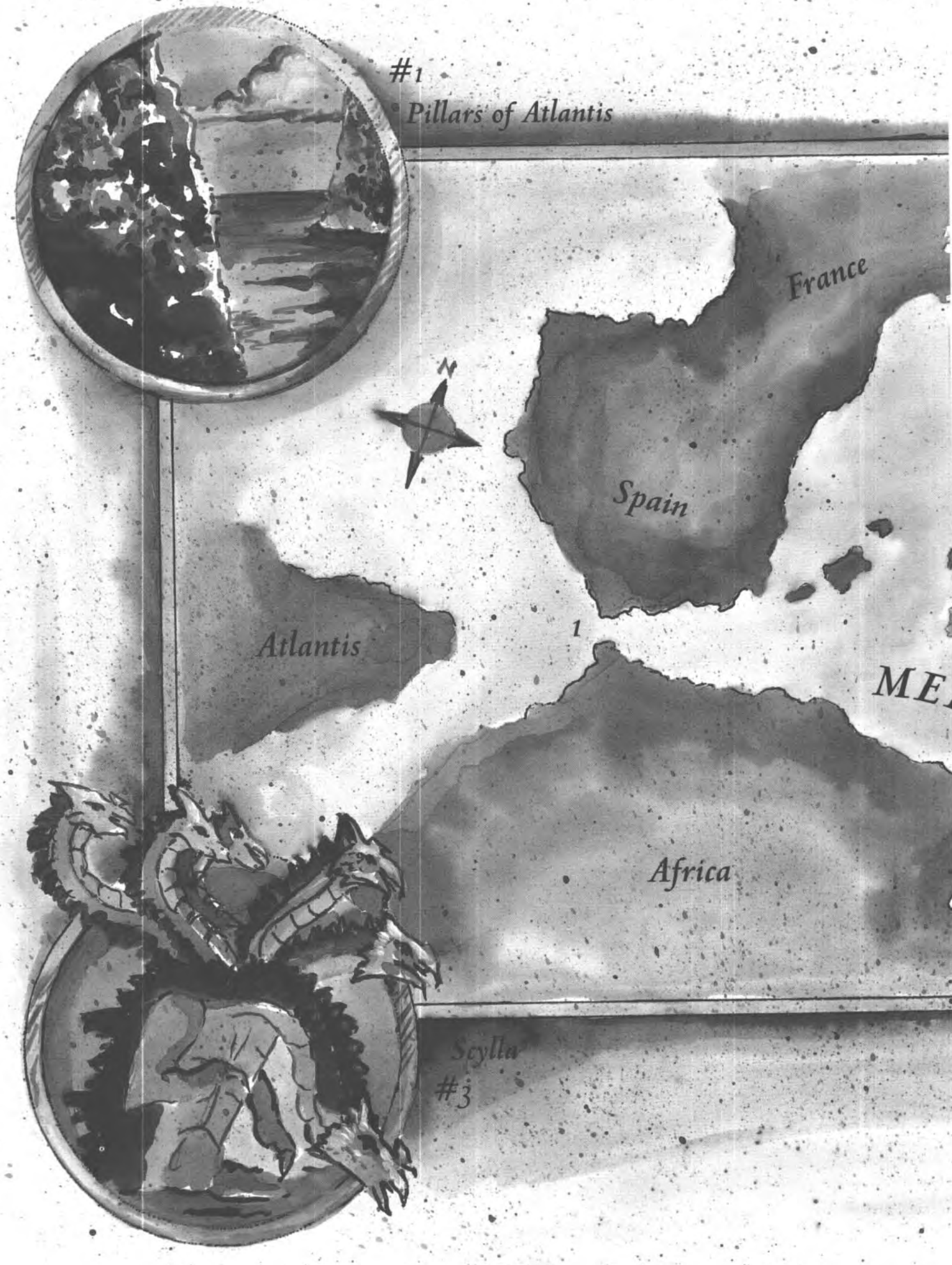
Orichalcum, the mystical metal indigenous only to Atlantis, has a strange property that naturally stabilizes and channels resonant energies, making it a perfect material for magical construction. By crafting orichalcum into an item, a skilled artisan can cause it to draw upon the natural energies of the environment. In addition, carefully structured webs of the metal can create closed loops of power, trapping arcane energies and life forces, which makes the creation of the Orphean warriors (see below) possible.

Crystals have peculiar resonant properties. A carefully shaped crystal can be attuned to a particular Resonance pattern to focus spellcasting. While not as powerful as orichalcum, precisely cut, high quality crystals can serve as temporary reservoirs of arcane power, storing a particular spell pattern for future use.

Finally, divine power is wielded by some Atlanteans, though it is not given the same emphasis as the arcane. Priests of Poseidon possess a large degree of power, especially over the sea and weather. However, Atlanteans believe that Poseidon expects them to be self-supporting and that he does not tolerate weakness. They feel divine power makes people rely upon their god too much, worshipping out of need rather than respect and devotion. Atlanteans believe that Poseidon gifted his children with their talents. To rely upon him for power is to scorn what he has already given. Thus, priestly might is uncommon and rarely called upon for tasks other than healing and weather control.

Part 2: Characters and Equipment

Role-playing in Atlantis offers some unique challenges and benefits for player characters. To recreate the Classical World, TWILIGHT OF ATLANTIS imposes certain racial and equipment restrictions, provides some additional skills and feats, and presents several new prestige classes unique to the Atlantean setting. All of this information is detailed below. All of the text in Part 2 is designated Open Game Content for license purposes, not just the material in the special Open Content sidebars.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Pillars of Atlantis
France
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Spain
Atlantis
1
ME
Africa
Scylla
#3

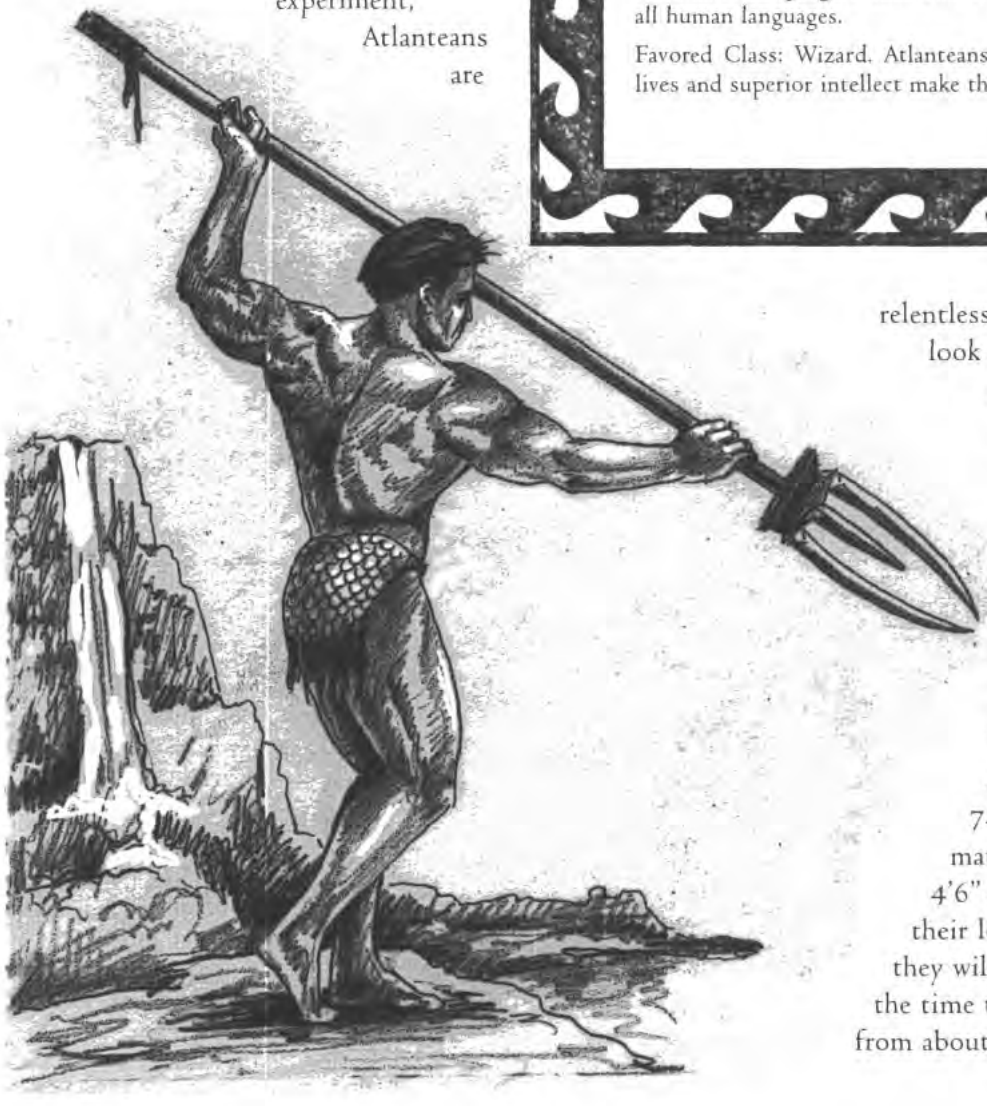
#2
Charybdis
Italy
2
3
4
ATHENS
DITERRANEAN
Circe
#4

Race

Characters in TWILIGHT OF ATLANTIS may choose from five races. The first is human, using the standard human racial traits. The remaining four are detailed below.

Atlanteans

The Atlanteans are descended from a union between mortal and god. Consequently, they are a calm, orderly people that rarely display extremes of emotion, befitting their impressive longevity. They are naturally curious and often amused at the actions of short-lived outsiders. Though others may mistake the Atlanteans' demeanor for laziness, they are, in fact, quietly intense. When pursuing a goal, such as an important mission or a complex experiment, Atlanteans are relentless but prefer to take their time and look at things from a very broad perspective.



Physically, they are smaller than humans, averaging around 5'6" in height and about 125 pounds in weight. Men are only slightly larger than women. A Mediterranean people, Atlanteans tend to be olive-skinned and dark-haired. They do not grow facial or body hair and have fine, delicate features that many humans find eerily beautiful.

Atlanteans remain children for about 74 years, during which time they mature slowly, rarely growing taller than 4'6" or heavier than 65 pounds. During their long childhood, they choose paths they will follow for the rest of their lives. By the time they reach adolescence, which lasts from about age 75 to 110, many have already

Table 2-1: Atlantean Racial Traits

-2 Constitution, +2 Intelligence. Atlanteans value intellectual pursuits over physical labor and often rely on the efforts of their servants and minions to do most manual work for them.

Medium Sized. Atlanteans have no special modifiers due to size.

Atlanteans have a base speed of 30'.

Atlanteans can cast "Detect Magic" as a Spell-like Ability at will. Caster Level is 1.

Low Light Vision. Atlanteans can see twice as far as a human in poor lighting and can still distinguish colors.

Magic is an integral part of the Atlantean way of life. All Atlanteans may take Knowledge: Arcana and Use Magic Device as class skills. Atlanteans whose classes already have access to those skills gain a +2 Racial Bonus to all skill checks with them.

+2 Racial Bonus for Listen, Search, Spot, and Swim checks. Atlanteans are highly observant and often notice details that others miss.

Atlanteans have the innate ability to speak with aquatic animals as per the Speak with Animals spell. This is an Extraordinary Ability.

Automatic Languages: Atlantean. Bonus languages include Aquan and all human languages.

Favored Class: Wizard. Atlanteans are natural scholars. Their long lives and superior intellect make them well suited to arcane studies.

Table 2-2: Noble Atlantean Racial Traits

+2 Constitution, +2 Charisma

+1 Natural AC Bonus

+2 Racial Bonus to All Saving Throws

+2 Racial Bonus to Gather Information, Knowledge: Arcana, Knowledge: Nature, and Swim skills

Noble Atlanteans can Water-walk at will as a Supernatural Ability. They can also employ Water-breathing at will as an Extraordinary Ability.

Low Light Vision. Nobles can see twice as far as normal humans in poor lighting and still distinguish colors.

Acid, Cold, and Electricity Resistance 5

The Noble Atlantean race adds 1 class level to the character, thereby gaining an additional hit die (d8). Thus, a 10th Level Noble Atlantean Wizard is actually an 11th Level character.

gained one or more Class Levels. It is during this period that they truly begin to physically mature, ultimately reaching their full height and weight before entering adulthood. Atlantean adolescents continue to advance and often seek advice from their elders on how to bear the weight of a centuries-long life span. Middle age sets in around 175, old age at about 265, and those of 350 years or more are considered venerable. The long-lived can reach as much as 400 years old.

Atlanteans view most humans as unrefined barbarians and refuse to believe that these uncouth dullards can overthrow them. This attitude has led to most of the island nation's current problems. Humans residing in Atlantis, however, are viewed with much greater respect. True Atlanteans pity them for their short life spans, but they admire the humans' intensity and believe that their own civilization has made their human neighbors something more than the outsiders who now threaten their very existence.

Noble Atlanteans

The passage of time has diluted most of Poseidon's influence on Atlantean blood. Though they have extremely long lives, Atlanteans are still mortal. A few, however, remain blessed by their divine blood. Noble Atlanteans rule the island with wisdom and skill gained through centuries of practice. Due to the Nobles' longer life spans, many humans believe these plane-touched rulers to be truly immortal. Noble Atlanteans mature at the same rate as common Atlanteans, but their life spans are ten times as long. Because they are plane-touched, Noble Atlanteans are considered Outsiders rather than Humanoid.

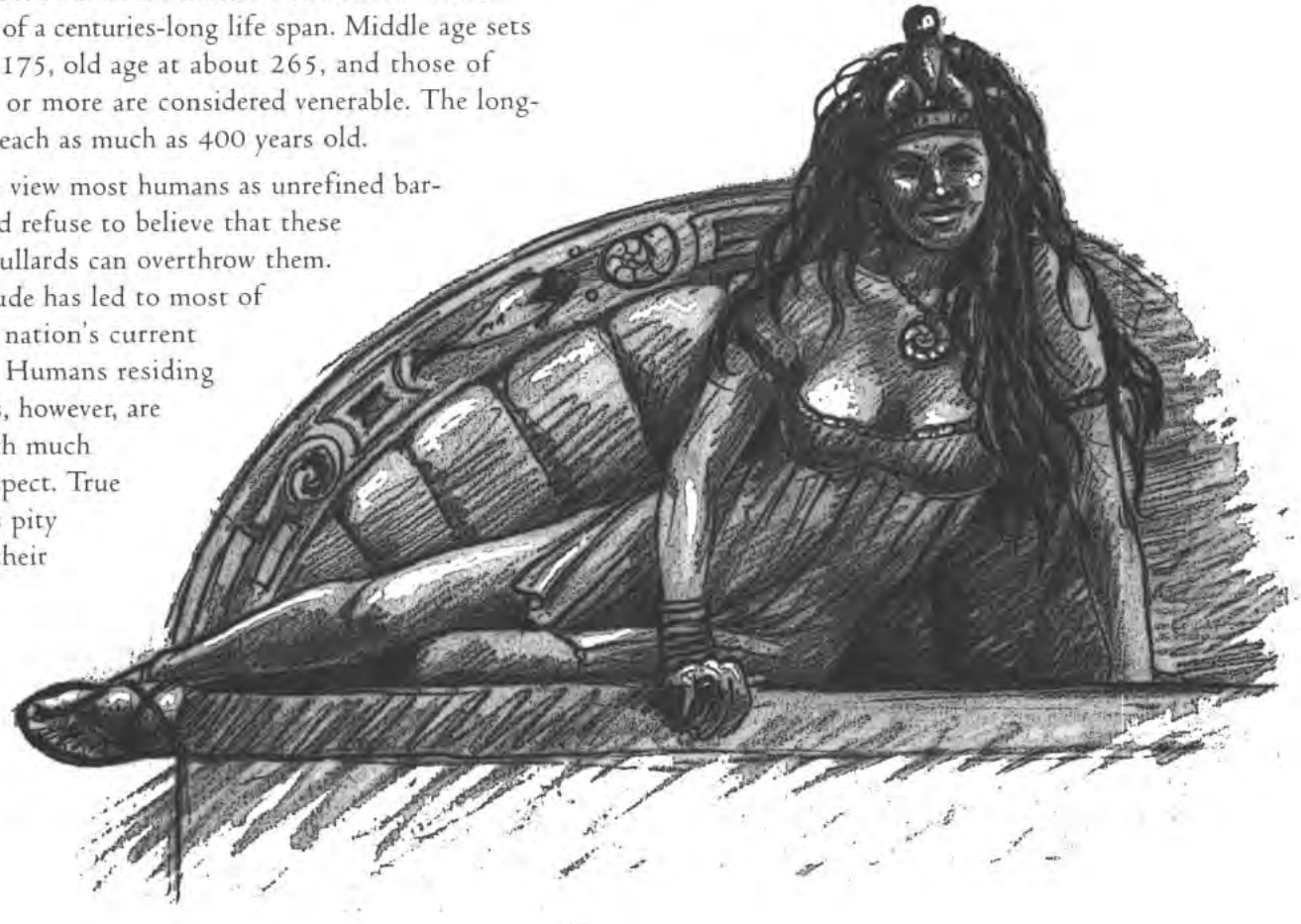


Table 2-3: Half-Atlantean Racial Traits

Medium Size.

Base speed of 30'.

Detect Magic at Will. This is a Spell-like Ability with the Caster Level 1.

Low Light Vision. Half-Atlanteans can see twice as far as humans can in poor lighting conditions and can still distinguish colors.

Half-Atlanteans have sharp senses. They gain a +1 Racial Bonus to Listen, Search, and Spot checks.

Automatic Languages: Atlantean and one Human Language of their choice. Bonus languages include all human languages.

Favored Class: Any. Half-Atlanteans are adaptable like their human parents. When determining whether a multiclass Half-Atlantean suffers experience penalties, the highest-level class does not count.

Half-Atlanteans

Sometimes, Atlanteans and humans conceive children. Though such relationships usually end quickly, they leave behind half-breed children as a reminder. The lives of these offspring are often difficult since they are not truly at home in either of their parents' worlds. Those born on Atlantis do not live long enough to learn the intricacies of Atlantean society, though, like all citizens, they are judged by their abilities and expected to contribute to the well-being of the island nation. As a result, many native half-breeds push themselves relentlessly, seeking to live up to their Atlantean heritage. A few have even become great heroes.

Those raised among humans must often deal with prejudice. They are frequently shunned because of their obviously inhuman appearance and slower physical growth. Though human-raised Half-Atlanteans may find their way to Atlantis, most remain in human lands, feeling like outsiders throughout their lives.

Half-Atlanteans always look foreign. To human eyes, they appear alien, and to Atlanteans they seem too human. They average between 5' and 6' tall and weigh between 90 and 180 pounds. Men are taller and heavier than women, although the difference is less obvious than in humans. Half-Atlanteans mature more slowly than humans. Puberty does not begin until 16, and they don't reach adulthood until 25. Middle age is approximately 60, and old age sets in by 95. Those who reach 125 are considered venerable and can live as many as 50 more years. Because they age more slowly than humans, Half-Atlanteans usually appear younger than their human peers.

Bastai

Atlantean explorers often returned home with bits of foreign cultures assimilated into their own beliefs. On one such expedition, they encountered humans who venerated a powerful cat-goddess. These people proved to have an innate understanding of arcane energies. Their sorcerers prevented Atlantean attempts at further contact for decades and even waged a brief but bloody campaign against several Atlantean colonies. In response, the Atlanteans created

the Bastai for the dual purpose of helping to control these humans and protecting Atlantis against magically powerful enemies.

Uplifted from the hunting cats that roam the wilderness of North Africa, the Bastai are humanoid felines. They have golden eyes with slit pupils and coats of fur that range from tawny to solid black. They have humanoid hands and feet for manipulating tools, sharp teeth and claws for a natural edge in combat, and long tails and whiskers for balance and awareness. Bastai dress in a modified Atlantean fashion. They favor light, loose fabrics that don't rub against their fur, and wear only the minimum required by propriety. They have tough pads on the palms of their hands and soles of their feet, and thus rarely wear gloves or shoes. Enchanted handwear and footwear for Bastai usually take the form of wraps that leave their fingers and toes exposed and their claws free. Bastai are built heavier than Atlanteans but lighter than humans. On average, they have a build similar to the Half-Atlanteans. They mature quickly by Atlantean standards and have a normal human life span.

The Bastai have adapted the culture of Atlantis to suit their own needs. The felines understand the Atlantean aloofness and often keep their own counsel. They accept their role as protectors of Atlantis and tend to view their creators as elders to be respected and watched over. In return, they enjoy the admiration of the Atlantean people, who treat them with a combination of pride in their handiwork and awe at the physical grace with which the Bastai seem to be born.

The cat-warriors get along well with Half-Atlanteans, who sometimes view them as kindred spirits. The Bastai don't understand the common Half-Atlantean desire to be closer to their Atlantean parents. For themselves, they like the distance the Atlanteans keep from other races. It suits their own natures, and although neither the Bastai nor the Atlanteans admit it, the separation prevents personality conflicts. Some Atlanteans, particularly Nobles, view the felinoids as well-trained pets, and the Bastai sometimes see themselves as better than their creators owing to their reliance on their natural gifts rather than tools and magic.

Table 2-4 Bastai Racial Traits

-2 Constitution and Intelligence, +2 Dexterity and Wisdom. The Bastai are graceful and better suited to bursts of energy than feats of endurance and are more inclined to rely on instinct than intellect.

Medium size.

Base Speed of 30'.

Bastai have claws, giving them a +2 Racial Bonus to Climb checks if they are barehanded and barefoot. Bastai can also choose to use their claws and teeth in unarmed combat, giving them the option of doing lethal slashing damage instead of subdual without suffering the -4 attack penalty. Bastai may purchase the Multiattack Feat.

Low Light Vision. Bastai can see twice as far as a human in poor lighting and can still distinguish colors.

Bastai are natural hunters, instinctively adept at stalking prey. They gain a +2 Racial Bonus to Balance, Hide, Jump, Move Silently, and Listen checks.

Acute senses and highly tuned whiskers allow cat-warriors to detect the presence of creatures that would normally be concealed. Consequently, Bastai gain the Blind Fighting Feat for free.

Bastai take half damage from any fall if they succeed in a Reflex Save with a DC of 10 + 1 per 10' fallen.

Because they rely on their whiskers for many of their exceptional abilities, if they are ever severed, the Bastai loses its innate Blind Fighting ability and suffers two points of Dexterity damage. Severed whiskers regenerate once the Dexterity damage is fully healed.

Automatic Languages: Atlantean. Bonus languages include Aquan and all human languages.

Favored Class: Monk. Like their wild ancestors, Bastai are patient and determined, well suited to the study of complex martial sciences. They have developed their own combat forms and practice them with the same devotion the Atlanteans bring to their magical studies. Bastai attack movements are graceful and fluid, often invoking images of great hunting cats.

Prestige Classes

Atlantis is a land of magic. Immortal blood flows in the veins of its people, and they aspire to emulate the world-shaping abilities of their divine ancestor, Poseidon. Atlantean wizards are widely regarded as the greatest in the world and with good reason. They have gone to great lengths to improve their mastery of the magical arts. These prestige classes offer more options for Atlantean characters.

Table 2-5: Artificer Class Features

Level	Attack	Fort.	Ref.	Will	Class Features
1	+0	+0	+0	+2	Arcane Understanding, Craft Bonus, Identify Item
2	+1	+0	+0	+3	Bonus Item Creation Feat
3	+1	+1	+1	+3	Transfer
4	+2	+1	+1	+4	Bonus Item Creation Feat
5	+2	+1	+1	+4	Reforge
6	+3	+2	+2	+5	Bonus Item Creation Feat
7	+3	+2	+2	+5	Enhance
8	+4	+2	+2	+6	Bonus Item Creation Feat
9	+4	+3	+3	+6	Efficient Enchantment
10	+5	+3	+3	+7	Bonus Item Creation Feat

Artificer

The art of enchanting is one of the noblest magical pursuits for Atlantean wizards, for it is they who create many of the powerful magic items that the Atlanteans use to forge and protect their empire. Artificers are masters of enchantment. Their specialized skills reflect a deeper understanding of the intricate workings of magic items that sets them apart from lesser enchanters.

Requirements: Any Craft skill (10 Ranks), Feats (Four Item Creation Feats), Spellcasting (Seven Enchantment spells, at least one of which must be 3rd Level).

Hit Die: d4

Skill Points: 2 + Int Bonus per level

Class Skills: Alchemy, Appraise, Concentration, Craft, Knowledge (Any), Spellcraft, Use Magic Device.

Weapon and Armor Proficiency: Artificers gain no additional weapon or armor proficiencies.

Class Features: An Artificer benefits from the class features described below. The character gains these advantages at a rate indicated on Table 2-5.

Arcane Understanding: The Artificer continues to study the arcane arts. The character's Artificer level adds to the class level of his or her prior spellcaster level for determining spell access and caster level. Thus a 9th Level Wizard/2nd Level Artificer casts spells as an 11th Level Wizard. Characters with multiple spellcasting classes must choose to which class their Artificer levels add.

Craft Bonus (Ex): The Artificer may add half his or her class level (round down) to all Craft skills, and may also attempt Craft checks in areas in which the character is not trained.

Identify Item (Ex): By examining a magic item carefully, the Artificer can attempt to gain insights about its purpose and general function. The character makes a Spellcraft check against DC 20 for a very powerful item or artifact, 25 for a moderately powerful magic item, or 30 for a minor or petty one. If successful, the character learns some general information regarding the object in question. No specific details (such as a weapon's attack bonus) are revealed, but the ability does allow the item's relative power to be gauged.

Transfer (Ex): This ability allows the Artificer to have another person share the experience cost of creating a magic item, typically the person who commissioned its creation. The maximum amount is half the number of required experience. The other person must be willing to do so and may not be under any form of magical or mundane compulsion.

Reforge (Ex): With a successful Craft check at DC 25, the Artificer can alter magic items without disrupting the enchantment. The character could, for example, alter a pair of magical boots to resize them for a new wearer. The DC assumes minor alterations to the item in question. Major alterations, such as changing those same boots into ankle wraps for a barefoot Bastai cat-warrior, increase the DC to 30.

Enhance (Ex): The Artificer can add additional abilities to a magic item for only a 10% increase in cost rather than the usual double.

Efficient Enchantment (Ex): Spells count as one level lower (minimum zero) for the purposes of determining costs when enchanting an item.

Orphean

Not all Atlanteans follow the wizard's path. Some are dedicated warriors and devoted protectors of the island nation. The world is a harsh place, and violence is often necessary to solve problems. For this reason, some of the greatest soldiers of Atlantis are called back from the afterlife to continue to serve as Orpheans — magically sustained, deathless warriors.

To become an Orphean, the character must die in battle, and his or her body must be preserved with a special mixture of herbs and orichalcum salts no more than 24 hours after death. This requires a successful Alchemy check at DC 20. The body must then be returned to Atlantis, where it spends one month within the Temple of Poseidon and one month within the Temple of Cleito. During these two months, Atlantean necromancers reconstruct the body, replacing damaged flesh and bone with orichalcum. Then they weave an orichalcum wire mesh — designed both to hold the spirit within the body and to magically sustain the new Orphean — into the skin to prepare the body to accept its spirit once again. At the end of this two-month period, the character's soul is magically summoned back into his or her body.

Requirements: Base Attack Bonus of +7 or greater.

Hit Die: d10

Skill Points: 2 + Int Bonus per level

Class Skills: Climb, Concentration, Jump, Listen, Search, and Spot.

Weapon and Armor Proficiency: Orpheans are proficient with all armor, simple and martial weapons, and the Great Trident.

Orphean Changes: Necromancy doesn't leave the character unchanged from how he or she was in life. As with all things, there are good and bad aspects to this. Orpheans benefit from a +2 gain in their Constitution scores, and they no longer need to eat or breathe.

Table 2-6: Orphean Class Features

Level	Attack	Fort.	Ref.	Will	Class Features
1	+1	+2	+0	+2	Orphean Changes
2	+2	+3	+0	+3	Immune to Fatigue, Natural Armor +1
3	+3	+3	+1	+3	Fortification 1
4	+4	+4	+1	+4	Great Fortitude, Natural Armor +2
5	+5	+4	+1	+4	Fortification 2
6	+6	+5	+2	+5	Spell Resistance (15 +1 per level), Natural Armor +3
7	+7	+5	+2	+5	Enhanced Strength
8	+8	+6	+2	+6	Iron Will, Natural Armor +4
9	+9	+6	+3	+6	Immune to Paralysis
10	+10	+7	+3	+7	Deathless, Timeless, Natural Armor +5

However, they suffer a -2 loss to their Charisma scores and have a -10 penalty to all Swim checks.

Immune to Fatigue (Ex): The character is immune to the effects of Fatigue.

Fortification 1 (Ex): The Orphean is more resistant to the effects of critical hits or special abilities such as a Rogue's Sneak Attack. Whenever such a hit is scored, the character has a 25% chance to ignore the special effects of the attack. In such cases, roll damage normally.

Great Fortitude (Ex): The character gains the Great Fortitude Feat for free.

Fortification 2 (Ex): As Fortification 1, except that now the chance to resist is 75%.

Spell Resistance (Su): The Orphean can now begin to resist the effects of spells cast at him or her. The character gains the Spell Resistance ability at 15 + his or her Orphean class level. Thus, a 6th Level Orphean has Spell Resistance 21.

Enhanced Strength (Ex): The Orphean gains a +2 Racial Bonus to Strength.

Iron Will (Ex): The Orphean gains the Iron Will Feat for free.

Immune to Paralysis (Ex): The character may now automatically resist any effect that would Paralyze him or her.

Deathless (Su): Death Magic no longer has any effect on the character.

Timeless (Su): The Orphean ceases to suffer the penalties for aging and has a 700-year natural life span.

Resonant

Magic is a science to the Atlanteans. In many ways, it defines their perception of reality. Atlantean wizards study the magic inherent in many disciplines. Only a rare few, however, possess the depth of understanding needed to reach out to touch the Resonance: the current of magic itself. By understanding the Resonance, such a character learns to affect it directly.

Resonants are most famous for their ability to produce metaprisms — single-use magic items that allow trained spellcasters to enhance the effects of their spells. Each metaprism can store a single application of any Metamagic Feat that the Resonant knows. A spellcaster equipped with such a device can expend its power as a free action. Doing so applies the stored Metamagic Feat to the caster's next spell without raising the effective level of the spell. Although any spellcaster can use a metaprism with the proper training, only Resonants have the necessary understanding of magical theory to create them. For more on metaprisms and their construction, see below.

Table 2-7: Resonant Class Features

Level	Attack	Fort.	Ref.	Will	Class Features
1	+0	+0	+0	+2	Arcane Understanding, Create Metaprism
2	+1	+0	+0	+3	Bonus Metamagic Feat
3	+1	+1	+1	+3	Improvised Metamagic, Prepare Spell
4	+2	+1	+1	+4	Spell Prism
5	+2	+1	+1	+4	Suspend Magic
6	+3	+2	+2	+5	Bonus Metamagic Feat
7	+3	+2	+2	+5	Superior Counterspelling
8	+4	+2	+2	+6	Improved Spell Prism
9	+4	+3	+3	+6	Disrupt Magic
10	+5	+3	+3	+7	Bonus Metamagic Feat

Requirements: Craft: Gemcutting (5 Ranks), Knowledge: Arcana (10 Ranks), Spellcraft (10 Ranks), Feats (Craft Wondrous Item, Resonant Spellcasting [see below], two Metamagic Feats), Spellcasting (Seven Transmutation spells, at least one of which must be 3rd Level).

Hit Die: d4

Skill Points: 2 + Int Bonus per level

Class Skills: Alchemy, Concentration, Craft, Knowledge: Arcana, Scry, Spellcraft, and Use Magic Device.

Weapon and Armor Proficiency: Resonants gain no additional weapon or armor proficiencies.

Arcane Understanding: The Resonant's understanding of the arcane arts enhances his or her ability to cast spells. The character's Resonant level adds to the class level of his or her prior spellcaster level for determining spell access and caster level. Thus a 5th Level Wizard/3rd Level Resonant casts spells as an 8th Level Wizard. Characters with multiple spellcasting classes must choose to which class their Resonant levels add.

Create Metaprism (Ex): The character begins his or her study of the Resonance by learning to lock it into a particular form. The Resonant follows the same process as if he or she was creating a new magic item. The cost for crafting a Metaprism is 25 gold x Caster Level x Effect Level. Effect Level is equal to the number of levels by which the Feat increases the spell. Thus, a Quicken Spell metaprism would have an Effect Level 4. Therefore, a 5th Level Wizard/3rd Level Resonant creating a Quicken Spell Metaprism would use the following formula to determine the cost: 25 gold x Caster Level (8) x Effect Level (4) = 800 gold. Creating a Metaprism is no mean feat, and requires a certain level of understanding to pull off effectively. Thus, the caster must be of certain minimum levels to create a Metaprism at each Level of Effect. Table 2-8: Metaprism Caster Level Requirements details the minimum caster level necessary to create a Metaprism of any given Effect Level.

Improvised Metamagic (Su): The Resonant can apply Metamagic Feats to spells on the fly, however, it is not without some cost. To use Improvised Metamagic, the character must expend additional memorized spells to match the increased level of the spell. Thus, a Resonant could cast a Maximized Fireball by expending one casting of Fireball and three other spell levels for a total of six spell levels. Casting spells with Improvised Metamagic is a full action. Only Resonants who prepare spells in advance can use this ability.

Prepare Spell (Su): By fixing particular segments of the Resonance in his or her mind, a sorcerer can store them to help shape spells more quickly. Consequently, the character may set aside one daily spell slot and use it to prepare a single casting of a metamagic-enhanced spell, but the slot must account for both the level of the spell and the Effect Level. Thus, a Resonant could devote a 6th Level spell slot to a Maximized Fireball. Preparing a spell takes one minute per total spell level. Casting that spell is a standard action. Only Resonants who do not prepare spells in advance can use the Prepare Spell ability.

Spell Prism (Su): The character can now craft a small gem that can be attuned to the Resonance, thereby enhancing Metamagic Feats. To do so, the Resonant selects of number of Metamagic Feats he or she knows for adjustment. The number of Feats chosen cannot exceed the character's Resonant class level. Once attuned, the Metamagic Feat's spell level increase is reduced by one. No increase can be reduced to less than 0, so those Feats that do not add spell levels cannot benefit from a Spell Prism. Attunement lasts for a

Table 2-8: Metaprism Caster Level Requirements

Effect Level	Minimum Caster Level
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15

number of hours equal to the Resonant's class level, after which the effects wear off. Creating a prism requires a gem valued at 5000 gold per spell level stored. Thus a Spell Prism capable of storing 10 levels of Metamagic would require a gem worth 50,000 gold. The caster must hold a Spell Prism for him or her to benefit from its magic.

Suspend Magic (Su): The Resonant can prematurely end the duration of any spell he or she has cast simply by withdrawing the support of the Resonance. Thus, the character could end a Wall of Fire spell before its duration had expired even though this is normally impossible.

Superior Counterspelling (Su): The Resonant can strip away the magical energy that supports an incoming spell by driving away the Resonance for a brief instant. To do so, the character counters with a spell that is one or more levels higher and is of the same school as the target spell.

Improved Spell Prism (Su): The duration and maximum capacity of the Resonant's Spell Prism is doubled, and it no longer needs to be held for the caster to draw on its benefits. It must be somewhere on the Resonant's person, however.

Disrupt Magic (Su): The Resonant can create a barrier of pure magical energy that turns aside the spells of other casters. As long as he or she concentrates, the character can grant Spell Resistance of 15 + his or her Resonant class level to any creatures within 30'.

Spellbane

Arcane spellcasters are not the only ones who have learned to harness the power of the Resonance. As part of their role as guardians of Atlantis, a few magically talented Bastai studied the nature of the Resonance and discovered that it touched not only arcane magic but also the mystical abilities of the Bastai Monks as well. Some of them discovered that it could be a powerful weapon against spellcasters, and these elite masters developed a body of martial techniques designed to deprive spellcasters of their unnatural powers.

Though the purpose of this discipline is to defend Atlantis from magical threats, the Bastai have not made their discovery widely known, fearing the wrath of those Atlanteans who would see it as a threat to their power. Thus, only a handful of Bastai and Half-Atlantean Monks know that this path exists, and even fewer are invited to walk it.

Requirements: Bastai or Half-Atlantean, Base Attack Bonus +4, Feats (Improved Unarmed Strike, Great Fortitude, Improved Initiative), Evasion ability, Concentration (8 ranks), Knowledge: Arcana (5 ranks).

Hit Die: d8

Skill Points: 4 + Int Bonus per level

Class Skills: Balance, Climb, Concentration, Craft, Diplomacy, Escape Artist, Hide, Jump, Knowledge: Arcana,

Table 2-9 Spellbane Class Features

Level	Attack	Fort.	Ref.	Will	Class Features
1	+0	+2	+2	+2	Martial Training, Dispelling Attack
2	+1	+3	+3	+3	Nerve Strike
3	+2	+3	+3	+3	Disrupting Attack
4	+3	+4	+4	+4	Throat Strike
5	+3	+4	+4	+4	Great Leap, Ki Strike +1
6	+4	+5	+5	+5	Spirit Bane
7	+5	+6	+6	+6	Diamond Soul
8	+6	+6	+6	+6	Improved Dispelling, Ki Strike +2
9	+6	+6	+6	+6	True Sight
10	+7	+7	+7	+7	Negate Magic, Ki Strike +3

Listen, Move Silently, Perform, Profession, Swim, and Tumble.

Weapon and Armor Proficiency: The Spellbanes completely eschew weapons and armor in favor of physical training. They gain no additional armor or weapon proficiencies.

Class Features: Spellbanes have the following abilities, which are gained at a rate indicated on Table 2-9.

Martial Training: Spellbanes are Monks, though their study of the Resonance focuses their energy in different ways. Thus, they may add their Monk and Spellbane class levels together for the purpose of determining the Attack and Unarmed Attack Bonuses, Unarmed Damage, AC Bonus, Stunning Attacks, Saving Throws, and Unarmored Speed of that class. For example, a 6th Level Monk/3rd Level Spellbane is treated as a 9th Level Monk for purposes of determining Monk class bonuses. Characters of other classes are treated as Monks of the same level as the character's Spellbane level.

Dispelling Attack (Su): By drawing upon the Resonance to scatter magical energy, the Spellbane can attempt to dispel enchantments with Unarmed Attacks. Once per round, the character may declare a Dispelling Attack. This must be done before the attack roll. The Dispelling Attack does normal damage and works exactly like a targeted Dispel Magic spell cast by a Cleric of caster level equal the character's Monk level. The character's Spellbane level is the maximum number of times a day this ability can be used.

Nerve Strike (Su): Knowledge of the Resonance and how it is tapped can also be used to harm those who use it. By scattering magical energy, the Spellbane can strike the nerve clusters of an enemy spellcaster. Once per round, the character may declare a Nerve Strike. This declaration must come before the attack roll is made, and the target must be a spellcaster. If successful, the victim must make a Will Save at DC 10 + the attacker's Spellbane level + the attacker's Wisdom bonus to avoid having his or her arms Paralyzed for one round in addition to suffering normal damage from the attack. No spells that have somatic components can be cast and the target loses his or her Dexterity bonus while under the effect of the Nerve Strike. The maximum number of times per day the Spellbane can employ this ability is equal to his or her class level. Creatures immune to critical hits are unaffected by Nerve Strike.

Disrupting Attack (Su): Spellbanes can also use their knowledge of the Resonance to interfere with a spellcaster's ability to channel magical energy into spells. This ability works exactly like Nerve Strike except that a spellcaster struck makes a Fortitude Save instead of Will. If the Saving Throw fails, the target character suffers a 50% spell failure penalty for the next 2d4 rounds. Unless otherwise specified, all spell failure chances stack.

Throat Strike (Su): This ability works exactly the same as Disrupting Attack, but the result of a failed Saving Throw is that the target magician is struck mute for one round. Like Nerve Strike, creatures that are immune to critical hits are unaffected.

Great Leap (Su): By channeling the Resonance into his or her own body, the character can jump great distances. The Spellbane adds ten times his or her Wisdom bonus to all Jump rolls.

Ki Strike (Su): As the Monk ability of the same name.

Spirit Bane (Ex): The character's mastery of the Resonance now allows him or her to reach outside the material plane of existence. The Spellbane can see and strike ethereal creatures with his or her Unarmed Attacks.

Diamond Soul (Su): As the Monk ability of the same name.

Improved Disrupting (Su): The Spellbane may add his or her Wisdom bonus to the effective caster level of the Dispelling Attack ability.

True Sight (Su): So keen is the Spellbane's vision into the Resonance that he or she can now see objects and creatures protected by illusory effects like Invisibility, Mirror Image, or Displacement and may attack them without the usual penalties.

Negate Magic (Sp): Once per day, the character may create an Anti-Magic Field. The effective caster level is equal to the character's Spellbane level.

Table 2-10: Extraordinary Actions Requiring Charioteering Checks

Event	DC
Turning sharply at high speed	5 to 10
Driving over rough terrain	10
Jumping chariot over low obstacles	15
Passenger attacking from chariot without penalties	10
Driver fighting from chariot without penalties (chariot may only move in a straight line at current speed)	15

New Skills

In addition to the usual list of skills, characters may also purchase Charioteering.

Charioteering (Dex)

Before the development of stirrups made heavy cavalry a viable option, the armored chariot was the fast-attack method of choice on the Classical battlefield. A character with this skill is capable of driving a chariot pulled by two light horses. Rolls are not required for normal riding, but may be needed for extraordinary actions such as those presented on Table 2-10. Chariots are available for a cost of 100 gold. The typical chariot can hold one driver and one passenger, usually an archer or spellcaster. Charioteering is a Class Skill for Fighters, Clerics, and Rogues.

New Feats

Close Quarters Fighting [General]

Prerequisites: Base Attack Bonus +1, Weapon Proficiency: Hafted Reach Weapon

Benefit: Bastai and Half-Atlantean warriors developed this fighting style to help overcome the weaknesses of long weapons that arise once an opponent gets inside the weapon's reach. As a free action, characters with this feat can shift their grip on a hafted weapon such as a glaive or longspear and attack an adjacent opponent, suffering only a -1 penalty to attack rolls instead of being unable to attack at all.

Imbue Tattoo [Item Creation]

Prerequisites: Craft: Tattoo (8 ranks), Brew Potion, Craft Wondrous Item

Benefit: Atlanteans are very fond of tattoos. They consider them a way to enhance the body's natural grace and believe tattooing to be high art, which some have taken to a new level by crafting magical tattoos. Creating magical tattoos is similar to crafting any other magic item, but there are some differences. First, the caster must mix special paints consisting of orichalcum powder, a bit of the recipient's blood, and exotic herbal dyes. Finding the right mixture takes up most of the enchanting time. The final step involves painting the tattoo on the recipient's body and imbuing it with magical power. The new tattoo sinks into the skin, becoming permanent. The caster must use enough orichalcum to completely pay the experience point cost of the enchantment, and the tattoo's magical abilities may only affect the recipient. Because tattoos do not occupy an item slot, the enchanting cost is doubled.

Elemental Independence [Metamagic]

Prerequisites: Spellcraft (8 ranks), Knowledge: Arcana (8 ranks)

Benefit: Atlantean spellcasters credit Orpheus with the development of this technique, which allows them to strip away the elemental aspects of certain damaging spells and replace them with pure magical force. This technique is very useful for battling celestial, elemental, and fiendish creatures, which are often immune to one

or more types of elemental damage. A spell modified with Elemental Independence uses up a slot two levels higher than the actual level.

Focus Energy [Metamagic]

Prerequisites: Enlarge Spell, Empower Spell

Benefit: This spell allows a caster to concentrate the elemental energy of certain spells to a tightly focused beam. Any attack spell that does elemental damage over an area of effect and allows a Reflex Saving Throw to reduce damage, such as Burning Hands or Lightning Bolt, may be converted to a ray spell. Instead of automatically hitting and granting a Reflex Save, the new ray spell is cast as a ranged touch attack which can only affect a single target, but grants no saving throw. Focus Energy increases a spell's effective level by one.

Phalanx Formation [General]

Prerequisites: Base Attack Bonus +1, Weapon Proficiency: Hafted Reach Weapon, Shield Proficiency: Tower Shield)

Benefit: Originally developed by Greek generals and since adopted by other Mediterranean cultures including Atlantis, the phalanx is a powerful formation that relies on closely packed ranks of foot soldiers with tower shields and long thrusting weapons such as longspears. This Feat allows a character to wield a longspear in one hand and to ignore cover penalties for attacking from behind friendly combatants.

Resonant Spellcasting [General]

Prerequisites: Arcane Spellcasting, Spellcraft (5 ranks), Knowledge: Arcana (5 ranks)

Benefit: The famous bard, Orpheus, is believed to be the first to discover the power of the Resonance. Characters with this Feat have the ability, though unrefined, to briefly touch the Resonance in order to boost their magical power. Once per day, the character may spend a move equivalent action to open himself or herself to the Resonance. The next arcane spell he or she casts is powered by the Resonance itself and does not count against the caster's daily spell allotment. Wizards do not lose the prepared spell, and Bards and Sorcerers do not expend a spell slot. Channeling the Resonance without the proper training is dangerous. When this feat is used, the caster must make a Fortitude Save vs. a DC of 10 + the level of the spell being powered by the Resonance. A failure deals 1 point of damage to the caster for each level of the spell.

Classical Weapons

The Classical World featured some unusual weapons. One, the Great Trident, is listed below as a new weapon. The others are given equivalencies for other more common weapons.

Great Trident

(Exotic Weapon, Cost 30 gold, Damage 3d4 [Piercing], Crit 20 [x3], Weight 15 lbs.)

This large polearm consists of a long shaft with a hefty trident head mounted on the end (see cover illustration). Longer than the standard trident, this two-handed weapon provides a 10' reach and is a favorite of the regular armies of Atlantis.

Bronze

Bronze was still the metal of choice for tools and weapons when Plato began telling stories of Atlantis. The typical soldier wore a bronze cuirass, helmet, and greaves, and carried a bronze sword and bronze-tipped spear. Bronze fittings reinforced his shield, and bronze tools helped farmers cultivate the fields that kept him fed.

Bronze is an alloy of copper and tin. It is easy to work into a variety of shapes, but it is very soft compared to iron or steel. This does not mean that bronze weapons were ineffective, however. Mediterranean smiths forged weapons to compensate for the frailties of their medium. Bladed weapons were kept short because long swords would bend or break too easily. The leaf-shaped blade of the hoplite's sword and the heavy, reverse curve of the falcata were designed to add force to a swing. They were every bit as deadly as their iron and steel successors, simply not as durable.

A properly forged bronze weapon is a perfectly serviceable instrument of war. A soldier trained in the use of a hoplite sword or falcata is fully capable of delivering terrible blows with deadly accuracy. Therefore, Classical bronze weapons (as opposed to bronze versions of medieval ones) impose no attack or damage penalties. However, bronze is a soft metal that breaks easily. Bronze objects have only 2/3 the hardness and hit points of their steel counterparts. This also means that bronze is easy to work. Forging items from bronze grants a +2 Circumstance Bonus to Craft checks.

Falcata

This one-handed sword has an inward curving blade that delivers a tremendous cutting blow capable of splitting shields and armor. It is equivalent to a longsword.

Kopesh

This heavy, curved blade is commonly used by the people of the Nile valley and is designed to deliver brutal chopping attacks. It is equivalent to a greatsword.

Pike

A long spear that is used in deadly formations called phalanxes. It is the equivalent to a longspear.

Magical Equipment

Atlantis is a civilization based on the mastery of arcane magic. Consequently, magic is much more common in everyday life than in other cultures. The use of orichalcum makes simple magical items available to the citizens of Atlantis for a reasonable price. Rods that cast Prestidigitation or stones that magically heat water to a boil are popular items. Following are some examples of the Atlanteans' more esoteric equipment.

Atlantean Scale Armor

Veteran soldiers are often gifted with this suit of magically enhanced scale mail as a reward for their dedicated service to Atlantis. Atlantean Scale Armor is masterwork scale mail that grants a +4 Deflection Bonus to AC, a +30 bonus to Swim checks, and the Spell-like Abilities Freedom of Movement (when underwater), Water Breathing, and Water Walking. Each individual scale is painstakingly etched with orichalcum runes that tell the story of the owner's deeds, so no two suits of Atlantean Scale Armor are alike. Many are even further enchanted by their owners, making each suit a truly unique work of magical craftsmanship.

Caster Level: 8th

Prerequisites: Craft Magic Arms & Armor, Freedom of Movement, Shield, Water Breathing, Water Walking

Market Price: 97,000 gold

Cost to Create: 48,500 gold (the orichalcum used in the armor negates the experience cost of creation).

Cat's Eye Bracelets

The feline Bastai find gloves and boots uncomfortable, so some have devised magical items to replace them. These fine silver bracelets are adorned with a cat's eye stone cut to resemble the slitted eyes of the Bastai. When worn as a pair, they grant a +4 Enhancement Bonus to Dexterity and a +1 Luck Bonus to unarmed attack and damage rolls. The Luck Bonus is not considered an Enhancement Bonus and, thus, does not count towards breaching damage reduction.

Caster Level: *9th*

Prerequisites: Craft, Craft Wondrous Item, Cat's Grace, Divine Favor

Market Price: 26,000 gold

Cost to Create: 13,000 gold and 560 experience.

Metaprisms

Created by Atlantean Resonants, these small gems help spellcasters tap into the Resonance, the underlying currents of magic that permeate the Ancient World. Each metaprism holds a single use of a metamagic feat. Spellcasters may discharge the energy in the metaprism as a free action right before casting a spell. This applies the metamagic feat stored within the gem to the spell without raising its effective level or requiring the use of a higher level spell slot. Information on the creation of metaprisms can be found in the description of the Resonant prestige class. Characters with the Craft Wondrous Item Feat can recharge used metaprisms by paying the experience cost of the specific metaprism in question.

Restricted Equipment

The technology of the ancient Mediterranean world lags behind the technology of standard medieval fantasy settings. For this reason, some items from the standard equipment list are not available to characters in TWILIGHT OF ATLANTIS. Unless otherwise indicated, all items listed below are not available.

Weapons
Bastard Sword
Crossbow (Any)
Lance (Any)
Longbow (Any)
Rapier
Guisarme
Halberd
Ranseur
Scythe
Kama
Nunchaku
Siangham
Gnome Hooked Hammer
Orc Double Axe
Dire Flail
Two-Bladed Sword
Dwarven Urgrosh
Shuriken

Adventuring Gear
Spyglass (Available only on Atlantis)

Armor
Chain Shirt
Chainmail
Banded Mail
Half Plate
Full Plate
Buckler
Armor Spikes
Locked Gauntlet
Shield Spikes

Class Tools and Skill Kits
Water Clock (Available only on Atlantis)

Clothing
Courtier's Outfit

Mounts and Related Gear
Heavy Warhorse
Military Saddle

Orichalcum

This rare metal, found only in mines deep beneath the surface of Atlantis, is reddish-gold in color. It is as easy to work as bronze but much harder in consistency. Orichalcum's true value is in its innately magical nature. Atlantean enchanters refine the metal in the item creation process to reduce the personal cost in experience that they pay when creating magic items. Every 5 gold worth of refined orichalcum worked into the item counts as 1 experience point of the enchanting cost. Orichalcum is also used in the creation of Orpheans.

New Spells

Atlantean research into the arcane arts has produced the following new spells. Unless otherwise indicated, they are all arcane in nature.

Astral Guide
Evocation (Light)

Level: Bard 2, Sorcerer/Wizard 2, Travel 2

Components: Verbal, Somatic, Focus

Casting Time: 1 hour

Range: Touch

Target: 1 vehicle

Duration: 1 day per level

Saving Throw: None (harmless)

Spell Resistance: No

Atlantean spellcasters developed this spell to help guide their ships across the open sea without relying on landmarks for navigation. This simple spell has enabled Atlantean explorers to cross vast stretches of open sea without fear of getting lost. Combined with their knowledge of advanced mathematics and cartography, this spell has had a significant impact on Atlantean expansion.

Under a clear night sky, the caster must plot the vessel's course with the spell's foci: an astrolabe and a set of highly detailed maps worth at least 100 gold each. For the duration of the spell, anyone on board the vessel will see a trail of brightly-lit stars, which leads unerringly to the voyage's destination. These stars remain visible under any weather conditions and during the day. Astral Guide gives the crew a +20 Insight Bonus to all rolls to avoid getting lost and to stay on course.

Chariot of Poseidon
Evocation (Water)

Level: Cleric 4, Travel 3, Water 3

Components: Verbal, Somatic, Focus

Casting Time: 1 action

Range: See text

Area of Effect: See text

Duration: 1 hour per caster level

Saving Throw: Reflex negates (harmless)

Spell Resistance: No

Casting this spell causes a large chariot to rise out of the sea. Though made of seawater, it is sturdy and dry. It will safely carry the caster and one other passenger per three caster levels over the waves as if they were gentle, flat terrain, parting waves harmlessly as it approaches. A team of four horses, also made of seawater, draws the chariot at a base speed of 90'. The chariot and horses are a single unit with a Damage Reduction of 20/+1 and take half damage from all weapons due to their fluid nature. They have an Armor Class of 10 + caster level and hit points and Saving Throws equal to the caster's. Chariot of Poseidon is a Divine Spell.

Choir of Orpheus
Transmutation

Level: Bard 3, Sor/Wiz 3

Components: Verbal, Somatic, Focus

Casting Time: 1 action

Range: See text

Area of Effect: See text

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell was developed to allow Atlantean war wizards to rally around a powerful spellcaster and lend their own reserves of inner strength by touching the Resonance and using it to link all involved. Casting this spell requires five spellcasters: four who must know this spell and one who is designated as the focus. The four casters must surround the focal wizard, standing exactly five feet away at the cardinal directions. They must reach their positions at the same time. This means that each participant in the spell must hold an action (through the Ready or Delay action) until the caster with the lowest initiative gets to act. Once in position, the casters each strike a chime with a different note. The final chord touches the Resonance and forms the magical link, surrounding all five spellcasters in a nimbus of blue light.

The chord persists audibly as long as the four casters maintain their concentration. While the spell is active, the focal character — usually an arcane spellcaster of greater power — may draw upon the magical energy of the four to fuel his or her spells, drawing power from one or more of the other participants. Thus, if the focal spellcaster was casting an 8th Level spell, he or she could draw eight spell levels from one participating caster, four from two, or two from each of them. The focal spellcaster may also use his or her own reserves of magical energy but may not combine them with those of the other four participants.

Cleito's Guiding Hand
Conjuration

Level: Sor/Wiz 2, Travel 2

Components: Verbal, Somatic, Material

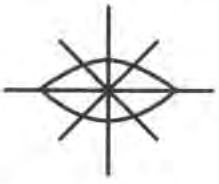
Casting Time: 1 minute

Range: Close (25' + 5' per 2 levels)

Target: 1 vessel

Duration: 1 hour per caster level

When Atlantean explorers first began to travel over the open seas, they often found themselves at the mercy of fickle winds. By creating magical wind and water currents, this spell enabled Atlantean ships to escape becalmed seas. Enterprising captains soon discovered that under normal conditions, the spell actually made their ships move faster. Casting this spell requires a pinch of sea salt, which the caster blows into a ship's sails. If there is no wind when the spell is cast, the ship may move normally for the spell's duration. If there was already sufficient wind, the ship's speed increases by 10% per caster level to a maximum of 100%.



Curse of Helios
Evocation (Light)

Level: Sor/Wiz 3, Sun 3

Components: Verbal, Somatic, Focus

Casting Time: 1 action

Range: Medium (100' + 10' per caster level)

Area: Sphere, 20' radius

Duration: Instantaneous

Saving Throw: Reflex for half damage, Fortitude negates blindness

Spell Resistance: Yes

By magically amplifying the ambient light within the area of effect, Atlantean spellcasters are able to sear their foes and blind them for a short period of time. This spell inflicts 1d4 points of damage per level of the caster as the intense light burns all those caught within the area of effect. A successful Reflex Save halves the damage. Any characters within the area of effect must also make a Fortitude Save to avoid being blinded for 2d4 rounds.

Fires of Etna
Transmutation

Level: Sor/Wiz 6

Components: Verbal, Somatic, Material, Focus

Casting Time: See text

Range: Touch

Area of Effect: One masterwork metal item

Duration: Permanent

Saving Throw: No

Spell Resistance: No

Named after the mountain where Haphaestus forges tools of the gods, Atlanteans use this magical ritual to magically harden their metal tools. Many Orpheans believe that this spell formed the basis for the magical rites that enable the deathless warriors to return from the Underworld to fight again.

Casting this spell requires a special forge lined with orichalcum (cost 10,000 gold) and 100 gold of orichalcum powder per pound of metal to be treated. The caster must heat the desired item in the special forge, slowly feeding the powdered orichalcum into the flames. The process takes one hour per pound of metal thus treated. The flames must be constantly maintained and require the caster's complete attention. The treated item becomes harder and more durable, gaining 1 point of Hardness and 2 Hit Points per three caster levels. Weapons and armor treated with this spell are highly prized for their extra durability and often fetch high prices on the black market. The orichalcum used in the spell gives bronze items a distinctive reddish tint, making magically treated weapons and armor a status symbol among non-Atlanteans. This spell works a physical change that does not interfere with further enchantment and may not be magically dispelled.

Furies' Scream
Transmutation

Level: Bard 6, Sor/Wiz 6

Components: Verbal, Somatic, Focus

Casting Time: 1 action

Range: Close (25' + 5' per two caster levels)

Target: 1 Creature

Duration: 1 round per caster level

Saving Throw: Will negates

Spell Resistance: Yes

The legendary Furies are the servants of the gods who bring harsh justice to wrongdoers. Inspired by the sound of their soul-chilling shrieks, Atlantean wizards devised a way to incapacitate a foe by vastly amplifying the sense of hearing. A victim of this spell is so sensitive to sounds that even the beating of his or her own heart causes tremendous agony. Affected creatures are considered Deafened and take subdual damage for any actions performed for the duration of the spell. A free action inflicts 1d6 subdual, partial actions cause 2d6, standard and move equivalent actions deal 3d6, and a full round action inflicts 4d6 subdual damage. This spell does not function where all sound has been suppressed such as inside the range of a Silence spell.

Hermes' Cup
Evocation

Level: Bard 3, Clr 4, Sor/Wiz 4

Components: Verbal, Somatic, Focus

Casting Time: 1 minute

Range: See text

Target: One specially prepared vessel

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Outsiders say the Atlanteans think themselves the equal of gods. Their fascination with stories where mortals best the gods tends to support this view. A popular Atlantean story tells of how Ganymede, the mortal boy taken to Olympus to be the cupbearer of the gods, outwitted the messenger god, Hermes. Shortly before a great gathering on Olympus, Zeus neglected to invite his brother Poseidon. He asked Hermes to fetch the sea god to avoid a snub. Ganymede offered to take the message faster than even Hermes could carry it. The gods laughed at their servant and sent Hermes on his way. When the fleet-footed messenger arrived at Poseidon's home, he found the god already had the message and was ready to go. While Hermes raced down Olympus, Ganymede spoke into a magical cup and caused his image to appear inside Poseidon's goblet. By the time Hermes arrived, the gods' cupbearer had already delivered the invitation. Ganymede eventually gave the cup to Hermes, who used it to talk with Poseidon from then on.

This spell allows two people to speak to each other over long distances through large, specially prepared orichalcum cups. By concentrating over such an instrument, the caster can create an image of himself or herself in any other properly prepared vessel of which he or she knows. The caster can see out of the cup, but the view is limited. Anyone who sees the caster's image can converse with him or her by speaking to it.

Sea King's Wrath
Evocation (Water)

Level: Drd 3, Sor/Wiz 3, Water 3

Components: Verbal, Somatic, Material

Casting Time: 10 minutes

Range: Long (400' + 40' per caster level)

Area of Effect: 1 wave

Duration: Instantaneous

Saving Throw: Reflex for half damage, see text

Spell Resistance: No

Teams of Atlantean spellcasters use this powerful spell to lash out at their enemies with their patron's unstoppable fury. From the safety of an Atlantean warship, a caster can call forth a wave to batter armies and drown coastal cities. After establishing naval superiority, lone Atlanteans may summon small waves to clear the way for an amphibious assault. Acting in concert, they can devastate the landscape. A single caster can create a wave 10' wide by 2' high per caster level to a maximum of 100' wide by 20' high. On impact with the shoreline, the magical wave breaks, dealing 1d6 damage per caster level (maximum 10d6) over an area of effect equal to the wave's size.

When multiple casters combine their efforts, the awesome power of this spell becomes apparent. Working the ritual together, a team of casters can dramatically increase the size and destructive power of the wave. Each additional caster increases the spell's casting time by another 10 minutes, but the combined level of the entire ritual team determines the wave's size. For example, 10 casters working for 100 minutes could create a single wave up to 1000' wide by 200' high that would deal 100d6 damage to everything in the area of effect. Take the average ability modifier for the entire group to determine the Difficulty Class of the Saving Throw. The material component of the spell is a tiny trident carved from a piece of blue topaz (worth at least 500 gold), which is cast into the sea upon completion of the ritual. Each member of the ritual team must have the material component.

Song of Orpheus
Abjuration

Level: Bard 6, Magic 7, Protection 6, Sor/Wiz 7

Components: Verbal, Somatic, Focus

Casting Time: 1 full round

Range: Personal

Area of Effect: 30' radius

Duration: 1 minute per caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Atlanteans credit the legendary Orpheus with the discovery of the Resonance and believe that he was the first to harness its power. In his honor, this spell is named for him. By taking one full round to concentrate and focus his breathing, the wizard touches the Resonance and draws it forth in the form of an eerie chord that centers on the caster. For the duration of the spell, the caster may grant Spell Resistance 12 + Caster Level to any creatures inside the area of effect. The focus for this spell is an orichalcum chime worth 1000 gold, which the caster must ring to produce the proper tone.

Part 3: Atlantean Campaigns

A Bronze Age Atlantean campaign is slightly different from a standard Iron Age fantasy one. This section is aimed at giving you some tips on how to accommodate the differences.

Getting Started

You'll want to give a little thought to exactly how you want to run your campaign. TWILIGHT OF ATLANTIS is designed with Atlantean characters in mind, but there's no reason you have to approach it that way. You could just as easily have your PC's be Athenians or Spartans fighting against the Empire. They could also be Egyptians attempting to overthrow the Atlantean garrison, including the Bastai cat-warriors.

It's also possible to set the game in Atlantis, but, instead of the usual high adventure campaign, you could run a court intrigue. After all, there is a great deal of politicking currently splintering the Empire. Putting your players' characters at the center of it might make for interesting adventuring.

Whether the Atlanteans are the good guys or the villains is up to you. Just keep in mind that the decision you make here will affect the types of characters you'll want to include.

Racial Concerns

Remember that this campaign is set in the mythical history of our own Earth. Thus, while Atlanteans and the Bastai are not human, most people in the world are. There are no elves or dwarves or other fantasy races to which you may be accustomed. The Mue and the Lemurians are best encountered only in their homelands or perhaps Atlantis.

Where you set your campaign might have some influence on what races you allow as well. Atlantis and Cyrago are fairly cosmopolitan in terms of the races you can find there, but other cities are not. It's extremely unlikely you would see a Noble Atlantean in Athens, and Bastai might be rare outside of the Nile River Delta.

Keep in mind too that each race looks on the Atlanteans (and therefore interacts with them) differently. Half-Atlanteans attempt to live up to their divine heritage, pushing themselves hard and constantly wishing to be like their Atlantean parents. Bastai tend to be more aloof and thus may interact with other races much less. The Atlanteans look upon themselves as closer to perfect than other races. This can cause tension in a racially mixed group of characters. None of this is bad, but you might want to think about such things before allowing a player to have a character of any race he or she likes.

Level

An Atlantean campaign can feature characters of any level. However, you may wish to consider having characters begin at mid- to high-level. The prestige classes unique to the setting will require advanced characters. Further, Atlantis is a nation ruled by powerful wizards and sorcerers. Such opponents may easily overcome weaker characters. Still, there is no reason why you can't start at 1st Level and have your PC's work themselves up to this stature.

Class

While there are no class restrictions, remember that Atlanteans prefer to rely on their own gifts rather than any god. They revere Poseidon, but they consider it wrong to appeal to him for aid. Thus, Clerics may not be appropriate in your campaign, or you could consider restricting their Domains.

Designing Adventures

There are no specific rules for designing adventures for the Classical World, but there are some sources you could plunder for guidelines. A review of Greek Mythology will give you a good idea of the sorts of exploits that are germane to the setting. In particular, quests to defeat dread monsters (such as Perseus's conquest of Medusa) or for fabulous treasure (like Jason's pursuit of the Golden Fleece) are highly appropriate. The aforementioned court intrigue makes for engaging entertainment as well.

Monsters

When placing monsters in your campaign, try to keep some mytho-historical perspective. A great many of the monsters in the game are drawn from human legends, but they are all mixed together. Try to place foes in their culturally correct locales. A couatl makes a fine opponent for your PC's, but only if it is found in South America. It makes little sense to encounter one in Egypt. Likewise, place your minotaurs in Crete, not Spain. Monsters that are appropriate to their location will not only give each location a more exotic feel (since they each have their own unique creatures) but will lend your campaign a sense of authenticity.

Remember too that, except in places like Atlantis and Cyrago, strange creatures are unlikely to be tolerated. Even the civilized Lemurians and Bastai will be looked upon as monsters in most human communities. The archetypal fantasy bar with numerous races of creatures all gathering together is not a proper part of the setting, especially given the xenophobic nature of humanity. However, it is entirely appropriate for an adventure to be set around a monster that occupies or threatens a human community such as a sea serpent that is blockading a port.

Adventure Seeds

Presented below are some ideas to get your campaign started. Each is a little different, and all of them may not work for the type of game you'd like to run. They should get you started thinking in the right direction, however.

Orichalcum Heist

Characters: Atlantean Heroes

Goal: Recover a stolen cache of orichalcum

Setup: An enormous shipment of orichalcum has been heisted from the Northern Mines. The precious metal has been traced to Atlantis itself, but from there it has disappeared. King Diaprepes's agents believe that the thieves are headed for Cyrago, where they will hand the material over to the enemies of the Empire for use against them. King Atlas asks the PC's to find the stolen goods and bring them back to Atlantis before they fall into the wrong hands.

Involving the PC's in this adventure is simple. Just have Atlas hire them for the task. They could, however, be employees of King Diaprepes, continuing their search. While Atlantean agents are reasonably certain that the cargo is headed for Cyrago, they can't be sure exactly who the recipient is, which makes it difficult for the port officials to simply intercept when it comes in. The characters will have to trace the shipment based on the information they receive at Cyrago from the Port Authority.

The big questions are who stole the orichalcum, and what do they intend to do with it? Perhaps a cell of

Egyptian revolutionaries plans to overthrow the Atlantean garrison, and then use the resonant qualities of the mysterious metal to enhance their own elemental magic to keep the Atlanteans out. Maybe the Athenians, through their patron goddess, Athena, have unlocked the secret of creating their own Orpheans and need the orichalcum to complete the process. Or perhaps some madman is planning to give it to the Mue metallurgical masters as part of a larger scheme.

American Anguish

Characters: Atlantean Heroes or Wandering Adventurers

Goal: Prevent the destruction of an Atlantean colony in South America

Setup: Acrimon, a Half-Atlantean Wizard/Resonant of great power, has always struggled to live up to the ideal of his Atlantean father, Arcos. It seems that Arcos was perfectly willing to mate with a human, but always considered them a lesser species. His Half-Atlantean son was regarded no higher. Acrimon spent his whole life attempting to perform deeds that would please his father but could never seem to come up his standards. Even his mastery of the Resonance seemed not to matter. Now, spurned one too many times, he has decided that the only way to impress his father is to offer the greatest demonstration of his power that he can: specifically, he, a puny Half-Atlantean, is going to kill his Atlantean father. Unfortunately, his madness demands that he do it in as spectacular a manner as possible, and that's going to cost innocent lives. His father has come to South America in what will one day be Rio de Janeiro to see the farthest reaches of the Empire. A small Atlantean colony there serves as his current wayside. Acrimon intends to trap his father in the village and then destroy it utterly.

How the PC's get involved depends on the type of campaign you are running. They could be servants or friends of Arcos on tour with him. They might also be young Atlantean journeymen, out seeing the world prior to being accepted back into the family. They could also be a group of adventurers that just happen to be in the same part of the world when this occurs. Whatever the situation, they are in the wrong place at the wrong time. The good news is that Acrimon is so focused on his father that he won't pay them any attention initially. The bad news is that once they attempt to interfere, he will turn the full force of his mystical might upon them for attempting to deny him his revenge.

However you set this adventure up, you'll want to make sure that Arcos is somehow neutralized. Force the PC's to save him (and themselves and the villagers) so that they are at the center of the action, despite the motivations of the major NPC's.

The Underwater Railroad

Characters: Human adventurers

Goal: Rescue a slave

Setup: The Greek general, Hippolites, has been defeated in battle. The Atlantean government, rather than simply execute him, has sentenced him to slavery — he who would destroy the Empire will now spend the rest of his life serving it. The PC's have been hired by Hippolites's family to liberate him. Such a daring ploy would not only free him from a life of hard labor but also strike a blow to the prestige of Atlantis. Unfortunately, the great general is imprisoned within Atlantis itself, making this a very dangerous mission indeed.

Obviously, this adventure calls for anti-Atlantean player characters. Most of the party should, therefore, be human, though there could be a disaffected Half-Atlantean or sympathetic Bastai in the group to aid with the penetration of the island. The characters can get in easily enough, but they will have to find a way to break Hippolites out of bondage and then spirit him away. You could extend this adventure by creating a harrowing series of chases from Atlantis all the way back to Athens.

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